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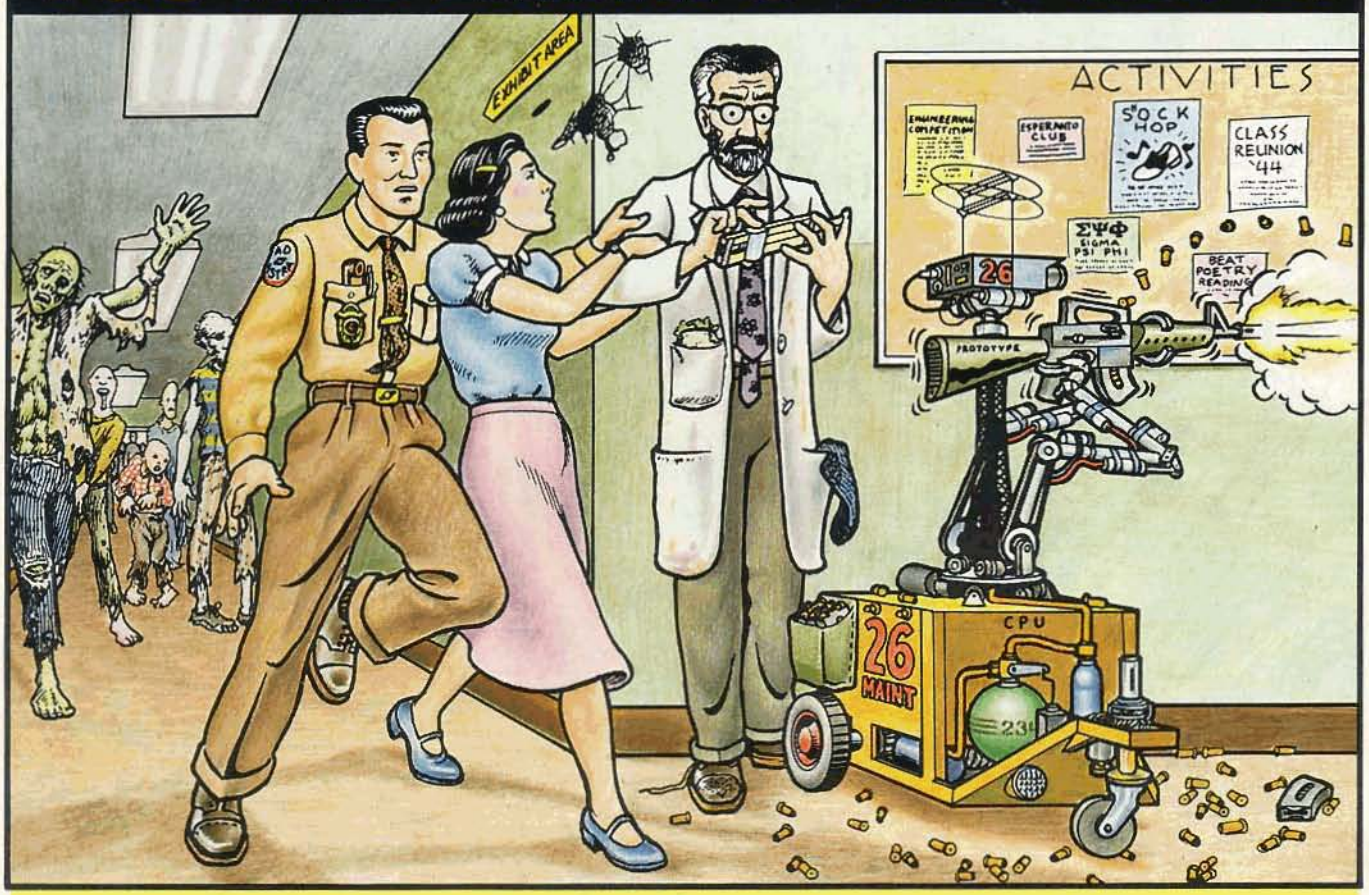

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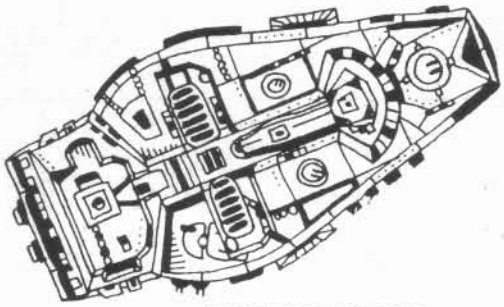

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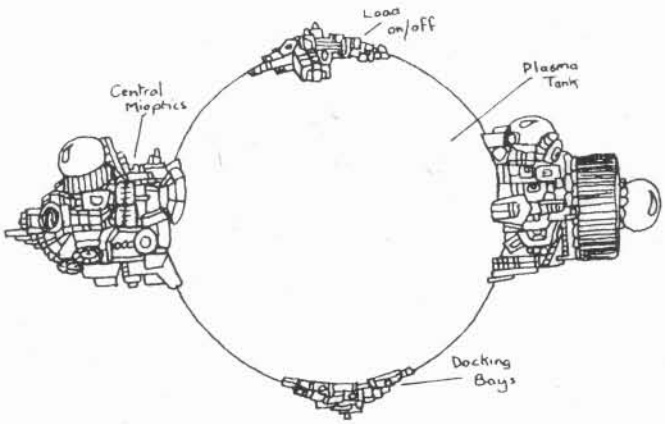

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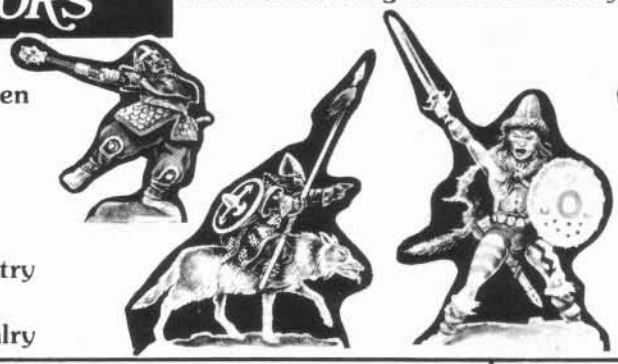

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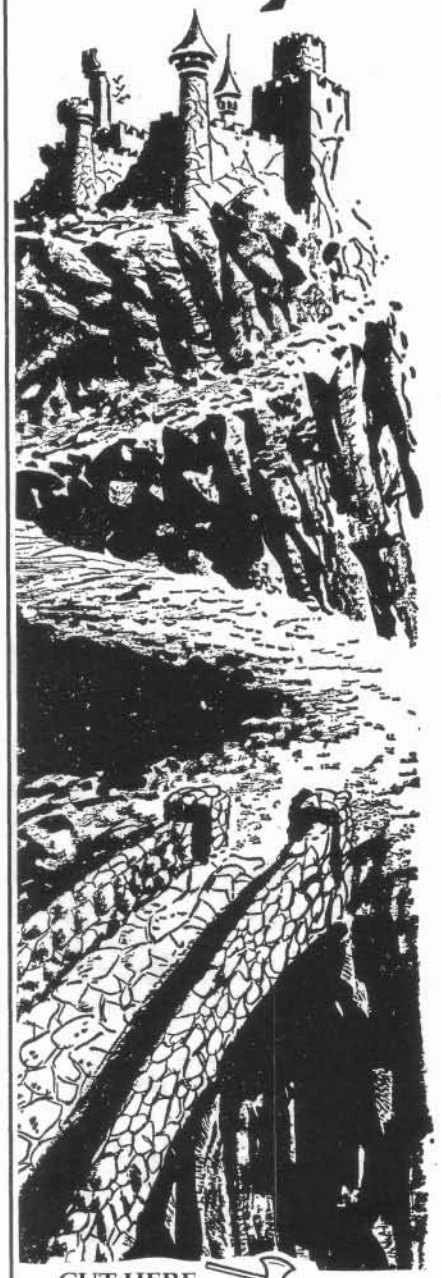

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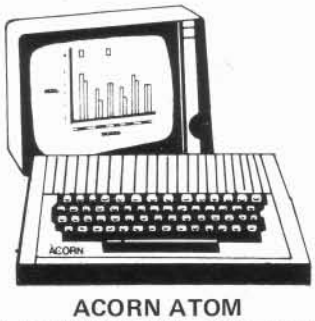

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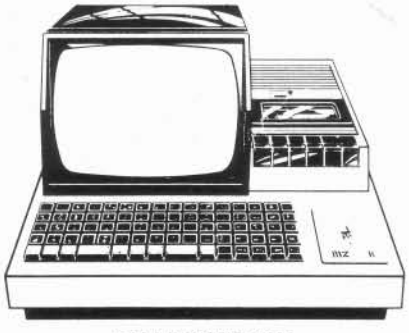

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2: Adventurer in Vacc Suit with Repair Gear
3: Adventurer in Vacc Suit with Snub Pistol
4: Adventurer in Vacc Suit with accelerator Rifle
5: Adventurer in Casual Wear with Advanced Combat Rifle
6: Adventurer in Casual Wear with Auto Pistol
7: Adventuress in Casual Wear with Carbine
8: Adventurer in Casual Wear with RAM Grenade Launcher
9: Adventurer in Ship Dress with Hand Computer
10: Adventuress in Ship Dress with Snub Pistol
11: Adventurer in Ship Dress with Snub Pistol
12: Adventurer in Survival Dress with Advanced Combat Rifle
13: Adventurer in Survival Dress with Auto Pistol
14: Adventuress in Survival Dress with Assault Rifle
15: Utility Driod with Work Arms
16: Social Droid (Steward/Library Functions)
17: Down-and-out Adventurer with Dagger and Body Pistol
18: Down-and-out Adventurer with Carbine
19: Down-and-out Adventurer with Auto Pistol
20: Barbarian Adventurer with Cutlass

BOX 2: THE MILITARY
1: Low Tech Officier with Revolver
2: Low Tech Trooper with Rifle
3: Low Tech Trooper with Light Machine Gun
4: Low Tech Trooper with 5cm Mortar Pack and Carbine
5: Mid Tech Squad Leader with Advanced Combat Rifle
6: Mid Tech Trooper with Advanced Combat Rifle
7: Mid Tech Trooper with Light Assault Gun
8: Mid Tech Trooper with RAM Grenade Launcher
9: Mid Tech Gunner with Towed Auto Cannon
10: Mid Tech Gunner with Towed Auto Cannon
11: Mid Tech Loader/Spotter with Laser Carbine
12: Mid Tech Aid Man with Backpack
13: High Tech Squad Leader with Gauss Rifle
14: High Tech Trooper with Gauss Rifle
15: High Tech Trooper with RAM Grenade Launcher
16: High Tech Trooper with PGMP–12
17: High Tech Sniper with Gauss Rifle and Grav Belt
18: High Tech Trooper with Battle Dress and PGMP–13
19: High Tech Trooper with Battle Dress and PGMP–13
20: High Tech Trooper with Battle Dress and FGMP–14

BOX 3: SHIP'S CREW
1: Bridge Officer in Dress Uniform with Hand Computer
2: Bridge Officer in Duty Dress with Snub Pistol
3: Female Bridge Officer in Duty Dress at Ease
4: Merchant Master with Snub Pistol
5: Chief Engineer in Duty Dress with Hand Computer
6: Engineering Crewman in Duty Dress with Tool Set
7: Engineering Crewman in Duty Dress with Snub Pistol
8: Crewman in Duty Dress with Tool Set
9: Crewwoman in Duty Dress with Hand Recorder
10: Crewman in Duty Dress with Snub Pistol
11: Crewman in Duty Dress with Cutlass
12: Medic in Duty Dress with Analyser
13: Marine in Battle Dress with Accelerator Rifle
14: Marine in Battle Dress with RAM Grenade Launcher
15: Marine in Battle Dress at Ease
16: Marine in Combat Armour with Snub Pistol
17: Ship's Boat Pilot at Ease
18: Crewman in Vacc Suit with Tool Set
19: Crewwoman in Vacc Suit with Snub Pistol
20: Crewman in Vacc Suit with Snub Pistol

BOX 4: CITIZENS
1: Uniformed Official with Communicator
2: Uniformed Official with Auto Pistol
3: Uniformed Official with Submachine Gun
4: Nobleman with Foil
5: Lady in Evening Wear
6: Merchant of Substance with Snub Pistol
7: Young Lady of Good Repute with Dagger
8: Male Citizen with Blade
9: Female Citizen with Auto Pistol
10: Business Man with Hand Computer
11: Receptionist with Communicator
12: Colonist with Assault Rifle
13: Female Colonist with Body Pistol
14: Con Artist with Suitcase
15: Thug/Bouncer with Auto Pistol
16: Thug/Bouncer with Shotgun
17: Assassin with Grav Belt and Snub Pistol
18: Beggar/Thief with Dagger
19: Security Robot with Laser Arm
20: Android Female Companion

BOX 5: ALIENS
1: Vargr Noble/Merchant with Gauss Rifle
2: Vargr Officer with Auto Pistol
3: Vargr Officer with Laser Carbine
4: Vargr Crewman with Repair Gear
5: Vargr Crewman with Snub Pistol
6: Vargr NCO with Gauss Rifle
7: Vargr Trooper with Gauss Rifle
8: Vargr Trooper with PGMP–12
9: Aslan Trader/Elder with Auto Pistol
10: Aslan Captain with Hand Computer
11: Aslan Officer with Snub Pistol
12: Aslan Crewman with Snub Pistol
13: Aslan Crewman with Cutlass and Communicator
14: Aslan Trooper with Accelerator Rifle
15: Aslan Trooper with PGMP–12
16: Droyne Leader with Auto Pistol and Foil
17: Droyne Warrior with Disintergrator Pistol
18: Droyne Technician with Hand Computer
19: Droyne Worker/Drone/Sport with Laser Rifle
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We will print the most popular suggestions next issue.

Ian Livingstone

FEATURES

The Magic Jar — *Andy Slack* — 10
Converting characters from one RPG to another

Operation Counterstrike — *Marcus L Rowland* — 18
An interplanetary *AD&D* scenario

On Target — *Stephen Cook* — 22
A *Traveller* hit location system

Games Day '81 — *Ian Livingstone* — 28
A pictorial report

DEPARTMENTS

Starbase — *edited by Bob McWilliams* — 12
Sorry! – a *Traveller* mini-scenario

Open Box — 14
A look at some new games by independent reviewers

Character Conjuring — *edited by Jamie Thomson* — 16
War Smiths – a new fighter sub-class

Letters — 24
Readers' views, questions and comments

Treasure Chest — *edited by Jamie Thomson* — 25
A miscellany of magic items

Fiend Factory — *edited by Albie Fiore* — 26
Out of the Woods – a collection of fiends from the forest

News — 29
What's happening in science fiction and fantasy gaming

Clubs, Help! and Classified — 30
Readers' information section

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THE MAGIC JAR

by Andy Slack

The object of this article is to help games masters to convert characters from one role-playing system to another.

This is often done, for one of the following reasons: changing the rules, for example a *D&D* DM wishing to run his world using *C&S* or *RuneQuest;* incorporating favourite characters or monsters from another system; or using a second game system to form 'another Plane', for eaxample the *D&D* DM using *Boot Hill* or *Gamma World* as an alternative setting which his players can enter by *gates*, astral travel, etc.

This article contains tables, which for each commonly used type and number of dice gives the percentage chance of rolling less than or equal to each number. This can be thought of as the equivalent roll on 1d100, if that had been used instead of, say, 3d6. These can be used to convert a character's characteristics (aka attributes, abilities, prime requisites) and skills/level, as shown in the examples following the tables. Magic items, spells, and psionic abilities are best converted by comparing descriptions in the two sets of rules concerned, and picking the nearest thing to what the character can currently do. If there is no equivalent, new rules must be written. You must use discretion in deciding which characteristic in the old system equates to which in the new.

You should keep copies of the original characters in their original system so that they can be changed back for that system or to be reconverted to another system to avoid cumulative errors.

Table 1. 2d6

Die Roll	*P(%)*
2	2.78
3	8.33
4	16.67
5	27.78
6	41.67
7	58.33
8	72.22
9	83.33
10	91.67
11	97.22
12	100.00

Table 2. 3d6

Die Roll	*P(%)*
3	0.46
4	1.85
5	4.63
6	9.26
7	16.20
8	25.93
9	37.50
10	50.00
11	62.50
12	74.07
13	83.80
14	90.74
15	95.37
16	98.15
17	99.54
18	100.00

Table 2a. 3d6+1d100

Dice Roll	*P(%)*
16	98.15
17	99.54
18(01-50)	99.77
18(51-75)	99.89
18(76-90)	99.95
18(91-99)	99.99
18(100)	100.00

Table 3. 4d6

Dice Roll	*P(%)*
4	0.08
5	0.39
6	1.16
7	2.70
8	5.40
9	9.72
10	15.90
11	23.92
12	33.55
13	44.37
14	55.63
15	66.44
16	76.08
17	84.11
18	90.28
19	94.60
20	97.30
21	98.84
22	99.61
23	99.92
24	100.00

Table 4. 3dA

(*Note:* A is used here to denote an average [2-3-3-4-4-5] die, as opposed to a normal [1-2-3-4-5-6] die.)

Die Roll	*P(%)*
6	0.46
7	3.24
8	11.57
9	27.78
10	50.00
11	72.22
12	88.43
13	96.76
14	99.54
15	100.00

Table 5. 1d20

Die Roll	*P(%)*
1	5.00
2	10.00
3	15.00
4	20.00
5	25.00
6	30.00
7	35.00
8	40.00
9	45.00
10	50.00
11	55.00
12	60.00
13	65.00
14	70.00
15	75.00
16	80.00
17	85.00
18	90.00
19	95.00
20	100.00

Table 5a. 1d20+1d20

Dice Roll	*P(%)*
18	90.00
19	95.00
20(1-12)	98.00
20(13-16)	99.00
20(17-19)	99.75
20(20)	100.00

Table 6. 2d10

Dice Roll	*P(%)*
2	1.00
3	3.00
4	6.00
5	10.00
6	15.00
7	21.00
8	28.00
9	36.00
10	45.00
11	55.00
12	64.00
13	72.00
14	79.00
15	85.00
16	90.00
17	94.00
18	97.00
19	99.00
20	100.00

Table 6a. 2d10+1d20

Dice Roll	*P(%)*
18	97.00
19	99.00
20(1-12)	99.60
20(13-16)	99.80
20(17-19)	99.95
20(20)	100.00

Table 7. 1d100

No table is included for 1d100 to conserve space; for 1d100 rolls, the dice roll is equal to the P(%) value.

EXAMPLES

1. En Garde! to Advanced Dungeons & Dragons

Andre Vallon has a strength of 13, a constitution of 13, and consequently an endurance of 169. His expertise with his favourite weapon, the cutlass, is 14. By dint of some not entirely legal operations he has acquired a social status of 15.

Examining *En Garde!* we find that strength, constitution and expertise are diced on 3d6. This will make the conversion fairly easy, since *D&D* also uses 3d6. Thus Monsieur Vallon's strength and constitution remain unchanged. We note that his social status serves roughly the same function as *D&D* charisma, and since it has a range not far removed from the 3-18 required, we decree that his charisma is now 15. Finally for the characteristics, we decide that experise with the weapons of the period is largely a matter of dexterity since little armour is worn, though we would be on safer ground had he preferred the rapier; thus his dexterity becomes 14. This leaves us with his intelligence and wisdom to dice up from scratch.

Now, what of his class and level? Class first; Andre is obviously some kind of fighting man. His social background argues against him being a paladin (too honest) or a ranger (too uncivilised), so we make him a fighter.

As to his level, that requires some thought. Expertise affects the speed of his fighting in *En Garde!* but attack is a matter of writing orders, not rolling dice. We decide arbitrarily that the closest thing to this in *D&D* will be his hit probability, since it looks like the easiest way out. Looking at the 3d6 table, we see that 14 is equivalent to 90.74%. *D&D* uses 5% increments since combat is by 1d20 rolls, so we'll call this 90%. Further, most of Andre's opponents will not have worn much in the way of armour, so let's say he is accustomed to striking at AC 10. So, we declare him to have a 90% chance of a hit against AC 10. Now, this means there is a 10% chance (100-90) that he does not hit, which on the 1d20 table is a roll of 1 or 2 (since 10% is the chance of rolling a 2 or less on 1d20). So our man hits AC 10 if he rolls 3 or higher. We decree that the closest thing to a cutlass in *AD&D* is a broadsword; this has a +2 adjustment against AC 10, so without his broadsword on the combat tables Andre really needs a 5 to hit AC 10. Looking at the *DMG* tables, since there is no 5 to hit AC 10 by a fighter, he could be either 5th-6th (a 6 to hit) or 7th-8th (a 4 to hit). Let's try another angle.

A 0th level fighter hits on an 11 or higher. Therefore he misses on a 10 or less against AC 10. Since the chance of rolling 10 or less on 1d20 is 50% (from the table) the chance of a hit is (100-50) = 50%. Andre has, we recall, a 90% chance; this is a 40% bonus. Ah, but 10% of that was due to the weapon, so it's really only a 30% bonus.

In rising from 0th to 10th level, a fighter's hit prob rises from 50% (11) to 95% (2 to hit). A bonus of 45% over 10 levels; so on average about 5% per level. 30%/5% = 6, so we can call Monsieur Vallon a 6th level fighter. This is as far as the figures can take it, so the rest, as they say, is left as an exercise for the student.

2. Spacequest to Traveller

'Handbrake' Palmerston is a spacer, whose family are city-level merchants. He has the following characteristics: Physical power 12, coordination 14, speed 18, vitality 8, psi 10, IQ 15, empathy 4. He has many skills, but for illustrative purposes we will consider only Astrogation, Contact Xenology, and Hand Blaster. Astrogation is a skill which a *Spacequest* character either has or doesn't have; Contact Xenology 'Handbrake' has learnt to 84% in a desperate attempt to counter his abysmal empathy, and in case that doesn't work he has Hand Blaster -3. Due to abilities and experience he has acquired a +3 spacer bonus.

The obvious equivalent career for this character is the Merchants. His age is not really important in either system, so we will ignore it. Physical power equates to strength; a figure of 12

translates to a P(%) of 74.07 on 3d6. The closest thing on 2d6 is 72.22, which gives a strength of 8. Dexterity in *Spacequest* is split into two forms, coordination and speed. So we will take the average of their values and convert that. (14 + 18)/2 = 16, which on 3d6 has a P(%) of 98.15. The closest P(%) on 2d6 is 97.22, yielding a dexterity of 11. Vitality equates to endurance, and by the same method an 8 becomes a 5. IQ 15 becomes intelligence 11. Empathy does not translate, but we can see that 'Handbrake' is not going to be a cheerful or friendly character. Psi we can use as psionic strength; 10 becomes a 7, and is then reduced to 6 because there is always a DM of at least -1 on human psionic strength in *Traveller.* We'll be generous and ignore aging, but note that for each four years of play under *Traveller* rules the psi strength will drop by one unless 'Handbrake' gets himself trained.

We also need an education. We know Palmerston has been to the space academy, which we assume to be about as common and tough as a university course, and that he graduated to enter the game. We happen to know that about 8% of the population in real life go to college, and about 3% graduate, so he must have 'rolled' a P(%) of 97 for his education (100-3), which gives him education 11.

The last characteristic is social standing; we decide arbitrarily that a chap whose family run an entire city must have at least 10 for this. So his UPP is 8B5BBA.

The closest thing to Contact Xenology for a *Traveller* Merchant would be Streetwise skill. Ignoring penalties for that atrocious empathy, Palmerston has an 84% chance of success. To succeed in *Spacequest* he rolls under this on 1d100; to succeed in *Traveller* he'll roll some number or higher on 2d6. Streetwise adds +1 per level to a base 8+ for success.

An 84% chance of success means a (100 - 84) = 16% chance of failure. So on 2d6, if he rolls 4 or less (from Table 1, P(%) for 4 is 16.67) he fails. Therefore on a 5+ he succeeds. Therefore his skill level is (8 - 5) = 3. So Contact Xenology 84% has become Streetwise-3.

Astrogation covers Pilot and Navigation, so we will assign equal levels in each, each half the spacer bonus since Astrogation is a skill either known or not known, with no stated bonus. The spacer bonus is +3; since Palmerston is established from earlier play as a character who is a better pilot than navigator, we give him Pilot-2 and Navigation-1, rather than Pilot-1½ and Navig-1½.

We finally decree that Hand Blaster-3 is equivalent to Auto Pistol-3.

3. AD&D to C&S

Let us consider the *D&D* fighter Axe, who has 18(100) strength, 4 intelligence, 12 charisma, constitution 14, wisdom 7, and dexterity 10. He is 8th level, and has acquired a set of +1 plate mail and a +3 axe, which he uses two-handed. We will need tables 2, 2a, and 5.

First, that amazing strength. This is the highest possible in one system, so it must be the highest possible in the other: 20(20). The intelligence of 4 on 3d6 has a P(%) of 1.85, clearly a 1 on 1d20 [5 or lower P(%)]. Wisdom 7 has a P(%) of 16.20, which translates to a 3 in *C&S.* This would reduce Axe's intelligence, but it is already the lowest possible. Dexterity 10 is still a dexterity 10, since it has a P(%) of 50.00 in both systems. Constitution 14 has a P(%) of 90.74, so it becomes an 18, easily enough to support a 20(20) strength. Charisma is diced in *D&D,* calculated in *C&S;* we assume that this is the equivalent of *C&S* appearance and bardic voice, so since a charisma of 12 has a P(%) of 74.07, we will allow Axe bardic voice and appearance both equal to 15.

Since *C&S* is an environment of greater hostility than *D&D,* we'll allow him to keep his +1 plate and +3 axe. The plate will in any case be a mixed blessing as people will assume anyone in that much armour must be worth a fair ransom . . .

Now to his level. An 8th level fighter requires a 4 on 1d20 to hit an AC 10 opponent; from the standard 0th level 11 to hit, this is a bonus of (11 - 4) x 5% or 35%. From Axe's new characteristics, we can determine his base PCF, which will give us his % bonus, and from the amount by which we had to increase his PCF we can deduce his level as a *C&S* fighting man. Another exercise for the interested student.

4. Spacefarers to Traveller

A fairly easy conversion; since skills are either known or not-known, we will translate each one as an equivalent level-1 skill. Combat ability covers strength, dexterity, and endurance; initiative covers dexterity and intelligence. Education and social standing are diced from scratch.

Consider a character of combat ability 15 and initiative 12. 15 on 3d6 has a P(%) of 95.37; this is 11 on 2d6, so we award our character 11 strength and endurance. 12 on 3d6 becomes 8 on 2d6, so his intelligence becomes 8. Since dexterity is affected by both, we take the average figure of (15 + 12)/2 = 13.5, which rounds to 14; P(%) = 90.74 which is 10 on 2d6.

The character is a Trained Soldier and has Jet Pack skill. From the description of Trained Soldier, we see that a basic *Traveller* character already fills the specification due to his expertise-½ in all weapons. The closest thing to Jet Pack skill in *Traveller* is probably Vacc Suit, since it subsumes the use of spacesuit rocket packs. So the character is awarded Vacc Suit-1.■

SORRY!

By Bob McWilliams

Starbase *is a regular department. This issue, a short* Traveller *scenario.*

Are you tired of players treating your latest animal creation to a fusilade of gauss rifle shots without being asked the colour of its fur? Try this situation on 'shoot first and ask questions later' player characters.

The world on which this situation takes place may be varied within the parameters given below:

E class starport. Size 6+, atmosphere 4-9, hydrography 2-9, population 2-5, government 0-7, law level – any, tech level 0-5. Candidates within the *Spinward Marches* are: Kegena/Rhylanor, Leander/Trin's Veil, 876-574/Five Sisters, Cunnonic/Darrian, Plaven/Cronor.

The primary requirement is that the players should have no prior knowledge of the world in question, whether they arrive in their own ship or as passengers on a merchant. In the latter case the merchant crew should not know anything about the planet either, to prevent them being pumped for information by the players. Ther are a number of ways to arrange this (such as a misjump into the system) or it could be incorporated into an adventure such as *Leviathan,* where all worlds are unknown.

The ship's computer contains no data on the planet, but once in orbit, a small orbital tranponder station will issue a standard communications recording giving basic navigational directions for atmospheric entry and starport location and a statement to the effect that the starport is usually unmanned but the authorities have been informed and someone will be at the port in time for touch down. There is also a brief statement that the intelligent population is mixed race – both human and native minor race, the Urthai.

(*Referee's note* – The station and landing system is automatic due to the world tech level, and very basic due to the comparative poverty of the world. Such a system would be inspected and maintained by an offworld contractor at intervals. No information on the Urthai will be found in the ship's computer).

After a routine re-entry, the ship touches down at the starport. The landing system switches itself off, and no further communications are heard. Actually the term 'starport' is a grandiose name for the scene from the viewport – the landing ground and blast walls are scorched, compacted earth and the few buildings are dilapidated structures of native wood. Thick jungle surrounds the place. Everything is very quiet – no one rushes out to meet the ship. Obviously, some exploration is necessary, so the players form a ground party to investigate.

(*Referee's note* – If the ship [or ship's boat] has a merchant crew, the referee needs to do a bit of arranging to make sure it is the players that stumble on the melee described below, either by dividing the area to be searched between merchants and players so that the players search the warehouses, or by moving the location of the melee).

The Starport (see accompanying plan) – Making their way through the access baffle, the party's view across to the warehouses confirms the impression of neglect, with heaps of junk, weeds and peeling paintwork. Worn areas show the place is still used, but obviously no one gives a damn about the appearance. Rounding the last corner of the baffle, tucked under the blastwall's lee – and thus hidden from the ship's view – is a battered jeep type ground car, its engine still clicking as it cools. Obviously someone did arrive not too long ago, but why no sign of them now?

The Investigation – Using the plan and the building descriptions, the referee should moderate the players' search for the occupant(s) of the jeep. Nothing of any significance occurs until they approach warehouse D. The unlocked door and slight sounds of movement within should alert them to suppose they have made a discovery and so the situation reaches its critical moment.

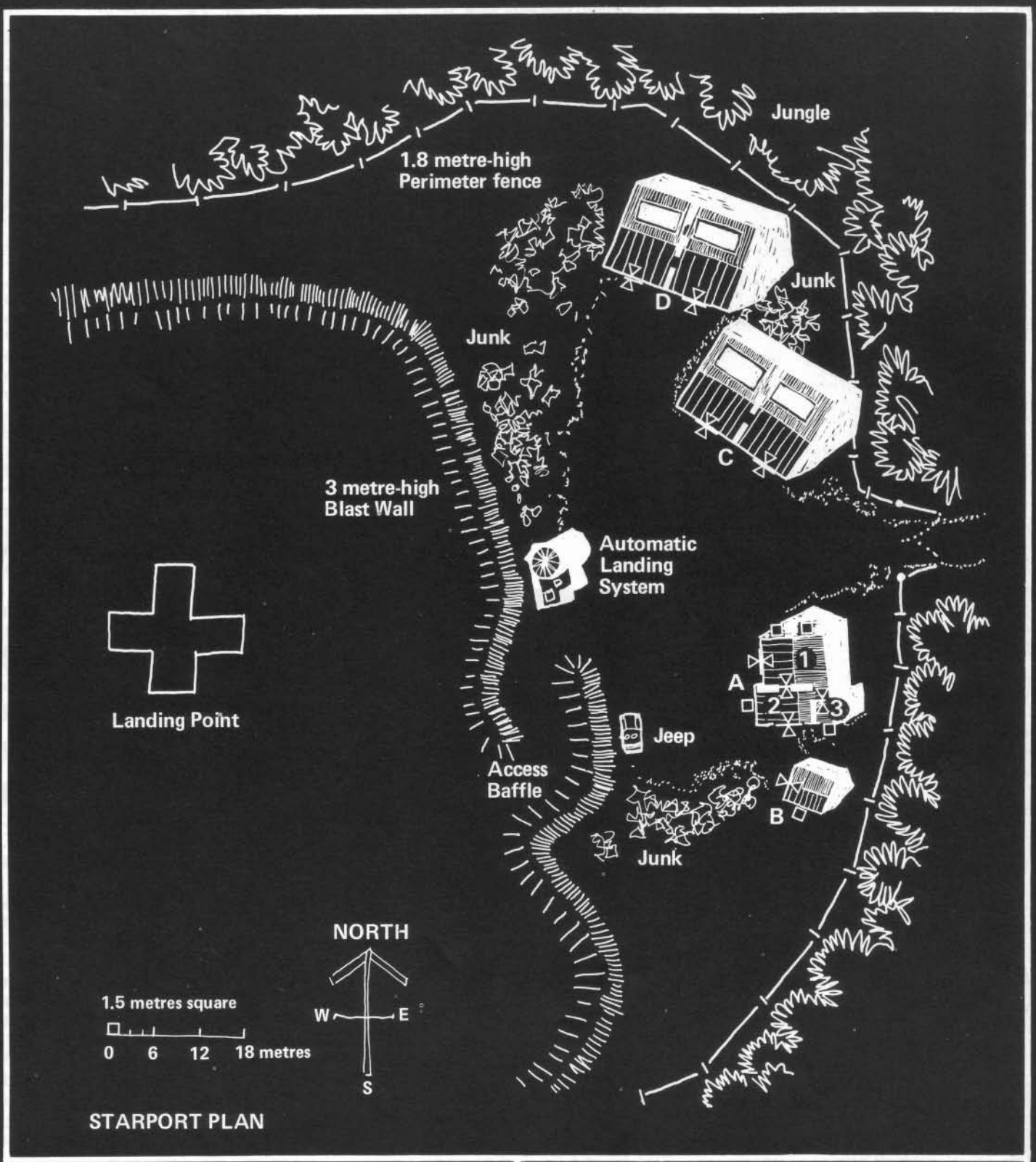
The Melee – As the players approach the western half of warehouse D, they notice that the large door is closed but not padlocked as all the others are. If the players are quiet they will hear slight sounds of movement within. If the players now slide the door open, the following scene greets them:

The place is a shambles. Crates and boxes are strewn around, and many split open – their contents (foodstuffs, clothing, leatherware, pottery and so on) scattered over the floor. The adventurers might have time to notice that the skylight is smashed, and they will certainly see at their feet just inside the door an automatic pistol which appears to have been kicked there from within. The padlock also lies on the floor here. The scene which holds their attention however is in the centre of the room. Two alien species appear to be in the final stages of a fight to the death – both are obviously seriously wounded. On the floor a roughly man sized (about 50 kg) being with feline features and orange, black and green striped fur that wears what appears to be a leather bandolier over one shoulder, is desperately scrabbling backwards away from the other creature, which has dull grey and brown scales glistening here and there with blood. It sways drunkenly and attempts to reach a position where it can fall on the other to administer the fatal blow.

(*Referee's note* – the true situation is as follows. The feline is a carnivore/chaser and not intelligent. Two days ago it entered the starport via a tree overhanging the starport fence and since then has wandered around trying to a) find food and b) get out. Attracted to the warehouse, by the scent of the foodstuffs inside, and finding no way in at ground level, it climbed to the roof and accidentally fell through the skylight. Most of the mess has been caused by its efforts to get at the food – in the process entangling itself with a smashed crate of leather belts and bandoliers.

The reptillian is of course a male Urthai. Having arrived to meet the ship and making a routine check of the port buildings, he too heard noises within. Returning to the jeep, he retrieved an auto pistol from the glove box, then went and opened the warehouse padlock. Once inside he slid the door closed again (to prevent whatever was inside from escaping) and moved in. At this point the feline pounced, knocking the auto pistol from the Urthai's grasp, and since this time the two have stalked and fought each other until at last the Urthai is gaining the upper hand).

What happens subsequently in the situation depends on the player's actions. If they are trigger-happy (as when I refereed this situation) they will promptly shoot the Urthai in the belief that the feline chaser is the native. When a group of armed inhabitants – mixed humans and Urthai – come to investigate the gunfire (the settlement is only a mile or so away), the referee can take his revenge, and throw the lot of them into prison for manslaughter, or rather, Urthaislaughter.



STARPORT PLAN

Building Interiors

▬ ▬ Internal Partitions ▷|◁ Doors □ Windows

The referee should elaborate on these basic descriptions as required.

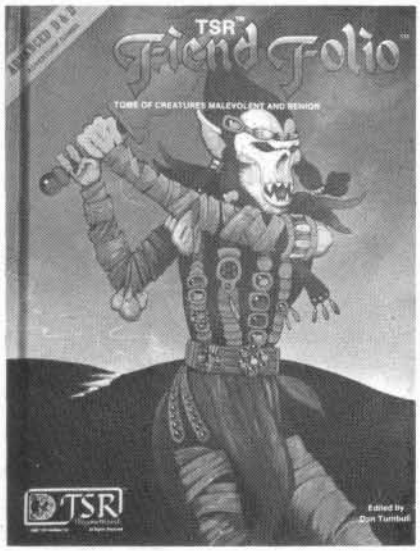
A. Port Office. 1) Public Room, serves the function of a ticket office, waiting room and immigration control. A few lounge chairs, an old solid fuel pot boiler, and some out of date notices and a magazine rack. 2) Staff Office, with desks, filing racks and a good deal of disorganised paperwork. In one corner is a small kitchenette unit. 3) Convenience with two units – one of human and one of alien design.

B. Store. Single room with maintenance and cleaning equipment. Most of this is of obsolete design. Some ground car spares and a supply of gasoline (for ground cars) in jerry cans.

C/D Warehouses. Identical structures each with a central partition. The SE half of warehouse C has a more sophisticated lock than the others, and if the players break in they will find that it is leased to the landing system maintenance contractors and contains parts and repair machinery and electronics of tech level 11-12. The other warehouse areas contain stacks of crates, barrels, sacks and other containers of low-tech goods. There are large skylights in the roof.

In Open Box, *Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

Fiend Folio



TSR Hobbies Inc. £8.50

This is the latest offering from *TSR,* the fifth weighty tome in the *AD&D* range. It is essentially a second *Monster Manual* with the intention of 'extending the range of creatures available for *AD&D* and to collect all the newcomers in one volume for easy reference', which it certainly does, covering over 150 new 'things'.

The *Fiend Folio* format is identical to that of the *MM,* clearly and succinctly defining the various specifications and abilities of the monsters. Similarly, it is excellently presented, in a nicely illustrated, durable, hardback cover, and a well produced interior, with its contents accompanied by high quality drawings. In fact, it's better than the *MM* in this respect.

The main difference is that the *MM* was solely a *TSR*/USA product whilst the bulk of *FF* monsters come from British contributors, who are all acknowledged in the index. Indeed, many of the contents come from *White Dwarf's Fiend Factory* files, about a fifth of which have already cropped up in *White Dwarf* as far back as Issue 2. The illustrations are mostly British, some of which have also appeared in *WD.*

Certain niches and corners of the *MM* are filled out by the *Fiend Folio,* like the giant bat, which seems an obvious choice for *D&D,* the death dog (rumoured to be a descendant of Cerberus), the demon queen of spiders (which often appears in fantasy literature), a new devil, the elemental princes of evil, and the Drow, who figure prominently in a number of *TSR* dungeon modules.

The *FF* contains a very good selection of original ideas, sometimes revolting, like the penanggallon, a strictly feminine vampire, trailing steaming and vile smelling viscera as its head hunts for victims at night. Some are especially inspiring, like the caterwaul, such an agile and vicious predator that it can attack several times a round and avoid almost everything players will try to hit it with; the death knight, a kind of evil paladin; the revenant, returning from the dead through will power alone to wreak revenge on its slayer, and skeleton warriors, beings similar to Tolkein's ringwraiths.

Also included in the *Fiend Folio* are random encounter tables for dungeons, outdoors and the *Astral* and *Ethereal Planes.* These combine *MM* and *FF* creatures to give new encounter tables superseding those in the *DMG,* but to be used in the same way. Thus the *Fiend Folio* slips nicely into place as a *Monster Manual* extension.

For those DMs and players who are jaded with the usual *AD&D* monsters this is a must for new, easy reference material. For those who don't possess the *MM,* the *FF* often refers you to this work but, whilst advantageous, it is not essential to own it.

Overall: 8 **Jamie Thomson**

ICBM

Mayfair Games Inc – £3.95

ICBM is an educational but dangerous game. It is easy to play; the rules are laid out precisely and clearly, and it only needs a single read-through to master. Perhaps as a result it is rather simplistic: all you do is activate the missiles, direct them towards their targets, take potshots at enemy missiles with your ABMs, and watch the pretty fireworks. After the first couple of rounds it becomes merely routine, although the game isn't long enough to become boring. The most fun is setting up the missile bases before the game proper starts. In fact, there are really only four important things to think about: placing of missile-bases, order of activation, placing of ABMs, and allocation of ABM rounds. Most of this takes place before the playing really starts; after that the rules more or less take over, as if the players were just helping the game to play itself.

More interesting than the game itself are its implications. In one game the US player won a 'decisive victory' – even though *all* of his cities had been wiped out several times over! This is the educational side – it shows just how devastating nuclear war would be (as if we don't already know!) As for the game playing itself, with players as spectators – perhaps that's not so far off the truth, either.

But the game has political overtones, too – and these are the dangerous part. An American game aimed at Americans, it tends to suggest that the nuclear force of the US is not strong enough. One tends to feel that the game is weighted in favour of the USSR: for example, the Russians have more missiles, some of which have greater range and power than those of the US. An optional rule allows the Russians to activate fourteen missiles in the first round to the US's twelve; the USSR *always* has the edge on the number of missiles that can be activated. Another optional rule – which the designers admit has not been playtested – gives the USSR twenty ABM rounds to start with, while the US receives only two; as if this isn't enough, the USSR also gets to start.

This may or may not be realistic. As a game it is unsatisfactory: claiming victory is academic when your country has been wiped out. And for US buyers it may well have the effect of endorsing Reagan's arms build-up, encouraging players unknowingly to support escalation.

Overall: 4 **Michael Polling**

THE LEY SECTOR

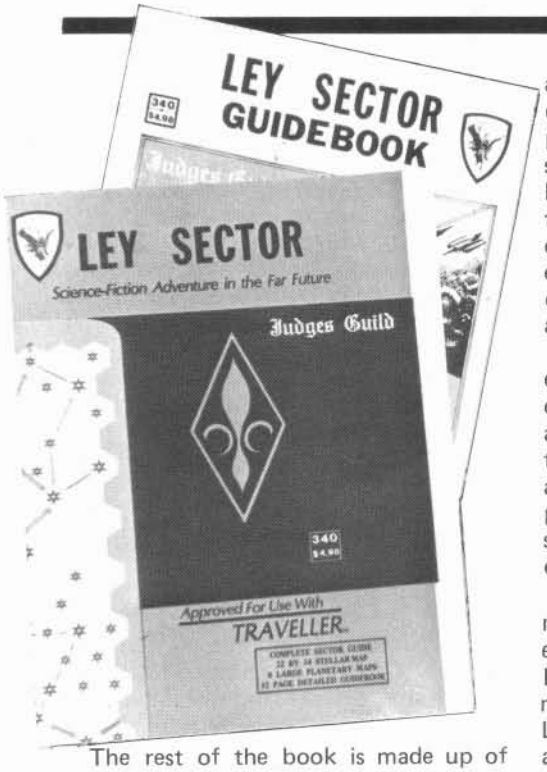
Judges Guild – £3.50

The *Ley Sector* is an area of space in the *Traveller* universe to trailing of the Imperial core.

The package consists of a 32 page guidebook, and a 25 x 18" map of the sector as a whole; this can prove useful during a game, as flicking through endless pages of subsectors is frustrating when you're trying to find the nearest Jump route from Kzimus to Famarine in a hurry! The map defines spatial boundaries, Jump routes, and X-boat routes. One thing missing from the map is the names of the worlds in question; you have to go back to the guide book to find out what the name of the planet you've misjumped to is. The large star map is useful but requires intimate knowledge of the area, or at least Streetwise-5 to find your way around.

The reverse of the map pictures eight geodesic maps of key planets in the sector, one error I noticed here was that the tech level was missing from the characteristic strings printed underneath. A paragraph of information is also given for each planet.

The guidebook contains details of the 16 subsectors and their world characteristics, and also historical library data.



The rest of the book is made up of rather bland encounter tables which stretch a little too thinly over 411 worlds! They would be suitable for one world at the most.

The *Ley Sector* is useful to those people wishing to expand the known Imperium, but the standard of *Judges Guild* has dropped despite less typos.

Overall: 6 **T D Graver**

MAROONED/MAROONED ALONE (Traveller Double Adventure 4)

Game Designers' Workshop – £2.50

LIBRARY DATA (A-M) (Traveller Supplement 8)

Game Designers' Workshop – £1.95

Two further booklets have recently been released for the *Traveller* game system. Both are 48 pages long in the standard A5 *Traveller* format. Neither is a wholly new departure in *Traveller* play aids – both continue existing series of material for referees and players (*Supplement 8*) and for referees only (*Double Adventure 4*). *Marooned/Marooned Alone* deals with the attempt to reach civilization after landing a crippled lifeboat in the midst of a vast wilderness area. This basic plot is complicated by a number of other considerations, which also suggest directions in which the situation may be developed further. I should make it quite clear that this is not a double adventure in the usual sense, with two distinct situations. The 'double' part of the title refers to two different methods of using the same material with a party of adventurers in one form and a solitary player-character in the other.

The main innovation is – at last – the inclusion of rules and relevant explanations for surface movement expressed in terms of the portion of a hex moved in a week (hexes in this case being 1043 kilometres across). If it were not for this system I could not recommend the booklet to expert *Traveller* players, but this movement system is a rules addition that has long been required, and should have been in the basic rules set. The adventure is however a good one for novice *Traveller* players and referees, and is one of the few capable of being played solitaire without advanced schizophrenia being necessary.

Library Data (A-M) is cleared for players as well as referees use; the material is deliberately chosen so as not to give away any information which might compromise the referees' moderation of official *GDW* adventures. The avowed intention is to provide and promote a consistent understanding of the official *GDW Traveller* campaign ethos.

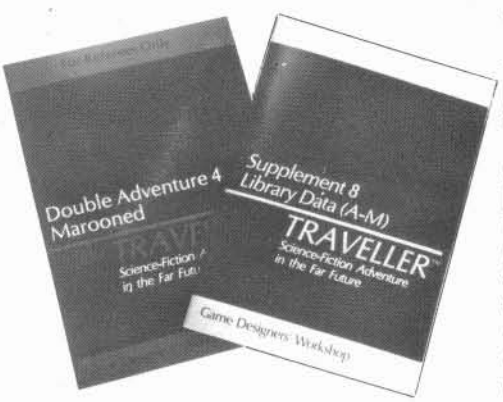
Information is in the form of both normal library data entries and a series of essays on specific subjects: the basis of the Imperium and its neighbours; the Solomani; Megacorporations; the Emperors List. A standard map of the Imperium is also included. Much of this material has appeared before in various *Traveller* publications, though some of it is new: I found the piece on Megacorporations of the Imperium to be most interesting.

We are promised that *Supplement 10* will complete *Library Data* by providing entries for N-Z plus further essays: it is disappointing that the two could not have been issued simultaneously especially as some entries are cross-referenced to items in the second volume. Nevertheless, this is an important reference work for all *Traveller* players and referees who use the official *Traveller* campaign as a background for their adventures.

As to the overall feelings on these booklets, I do not think they reach the high standard *GDW* themselves have set in earlier works. It may be that this is inevitable as the volume of material grows. For less experienced *Traveller* players these booklets are of much more use – indeed *Marooned/Marooned Alone* would make an excellent first adventure purchase, and *Library Data* collects together material they probably do not have in another form. I have therefore provided two ratings to reflect these comments.

Marooned/Marooned Alone
Overall: Novice 10, Expert 9
Library Data (A-M)
Overall: Novice 9, Expert 7

Bob McWilliams



UNDEAD

Steve Jackson Games – £2.50

This minigame is produced in a low cost format, and has a correspondingly low price tag. It comes packaged in a resealable polythene bag containing the rules, a thin card counter sheet and a large sheet of glossy paper which comprises the maps and ready reference sheet. In all not a particularly hard wearing game.

It is based on the novel *Dracula* by Bram Stoker and represents the hunt for the Count through the London of the 1890's by Professor van Helsing and his companions. *Undead* is very much a game of detection and deception rather than being combat orientated. Combat does, however, occur and the results are crucial to the outcome of the game, although the actual time spent resolving combat is small compared to the time taken up by the deadly game of hide and seek that goes on around them.

This is really a game which needs an umpire and although a two player game is quite enjoyable it is definitely at its best with three or more players. When more than two players are involved one takes the role of the villainous Count, a second acts as GM and the remainder play the vampire hunters. The game uses an alternative movement system which is admirably suited to its subject; the vampire and his minions moving by night and the hunters by day. The rules are well written and clearly explained with plenty of examples illustrating the method of play. The combat system is very simple, fast and flowing, but for some reason uses a square, rather than the more usual rectangular grid to regulate movement.

The quality of the artwork is good – the map of London, circa 1890, being particularly attractive and the counters are clearly and brightly printed.

On the whole this is quite an enjoyable game, probably best played with a number of people and also quite good value for money. Its main drawbacks are that play can seem a little slow at times and certain aspects of the rules require a lot of imaginative creation on the part of the GM (although this does not affect playability).

Overall: 8 **Rob Hugget**

WAR SMITHS

by Roger E Moore

A subclass of the fighter, with special manufacturing and spell capabilities.

War smiths are the makers of armour, shields, and weapons of war, as well as locks, tools, and other useful items. They worship the gods who oversee inventiveness and craftsmanship, and hold holy the creative power of fire as represented by the forge. The hammer is their symbol of power and skill; it is used as a holy symbol and material component in many of their spells, and is used with great effectiveness on the battlefield.

Only humans, dwarves, and gnomes may become war smiths. Dwarves may progress to 9th level and gnomes to 6th level providing they have strengths of 18; dwarves with strengths of 17+ may go to 8th level, and dwarves and gnomes of lesser strengths can achieve a maximum of 7th and 5th level, respectively. Humans may progress without limit. This class cannot be mixed with any other character class by non-humans, but dwarf and gnome war smith/clerics can, at the DM's option, be used as player characters. Humans can, however, start as war smiths and later switch to a second class (excluding the fighter class and subclasses) or switch to the war smith class from an initial non-fighter class. Most often humans will combine the war smith class with the magic-user or clerical classes, in order to manufacture their own magical items.

Those desiring to become war smiths must have a strength and constitution of 14+, wisdom of 12+, and an intelligence and dexterity of 9+. If strength, wisdom, and constitution scores equal or exceed 16, that character gains a +10% bonus on earned experience. War smiths are usually Neutral, but may be Neutral Good, Neutral Evil, Lawful Neutral, or Chaotic Neutral. War smiths gain constitution bonuses as per the fighter class.

Skills and Abilities

War smiths are highly skilled metal-workers, familiar with leather-working, carpentry, and tailoring. This background makes the war smith exceptionally competent at smithy-work, armour-craft, and weapon making. Given the proper tools, work facilities, and a minimum amount of aid from one or two unskilled assistants, a war smith can make any type of armour, shields, or helmets in the times noted on p29 in the *Dungeon Masters Guide.* Dwarven war smiths are able to make any of the listed armours twice as fast as humans, and gnomish war smiths are one and a half times as fast as humans.

Weapons are created by war smiths at the rates listed on p30 and p34 of the *Dungeon Masters Guide,* provided the proper materials, tools, and work areas are available. No other assistance is needed in weapon-making. War smiths make scabbards and sheaths at the same time they make weapons. Dwarves make listed weapons in one-third of the time a human can and gnomes make them in half the time a human can (the manufacturing times listed in the *DMG* are all human times).

As war smiths increase in levels, the quality of their manufactured items increases as well. From 6th level onwards, they can make items capable of magical enchantment, taking twice as long to do so. At 10th level, a war smith may manufacture items of such quality that armour and shields work like +1 armour and +1 shields in all respects, and weapons become +1 to hit and damage. To make these items, the war smith must take five times as long as normal, and must use iron and steel of the highest grade. Notice that a +1 sword created in this way would still not harm lycanthropes or gargoyles, as it is not magical. At 15th level and above, war smiths can manufacture non-magical armour, shields, and weapons of +2 quality, though this takes ten times as long as normal to do.

From the 2nd level onward, war smiths are able to manufacture locks of various sorts. D4+1 days are normally required to make a lock, depending upon complexity and purpose. A lock may be constructed as part of a door, wall, window, or chest, or as a separate item. Extra time may be spent working on a lock, making it harder to be picked without the proper key. For each level over the 2nd, a war smith may work an extra day in this manner on a lock. Each day of extra labour subtracts 5% from the chance to pick that lock. Magical spells and items that open locks (like *knock* and the *Chime of Opening*) will function in any case as the lock is not magically protected. For example, a 5th level war smith decides to fashion a new lock for his strongbox. This work would normally take (here the d4+1 is generated) 2 days, but he doesn't like thieves so he spends 3 days more to further refine and complicate the locking mechanism. This produces a -15% penalty on a thief's lockpicking ability. War smiths themselves, from their familiarity with lock-making, can pick locks from the 2nd level up as a thief one level below them in ability. This ability is also subject to penalties for locks made by other war smiths. All appropriate racial and dexterity bonuses for picking locks as outlined in the *Players Handbook* apply to war smiths.

War smiths of the 5th level and above have a chance of identifying magical armour, shields, and weapons. This identification process takes 6-36 turns (1-6 hours) of uninterrupted study per item. At 5th level there is a 5% chance of correctly identifying a magical item; this chance improves 5% per level thereafter until 95% accuracy (at 23rd level) is reached. Note that this score *must* be rolled by the DM, and if the war smith fails to correctly identify an item, assume a 20% chance of falsely identifying an item, and an 80% chance of coming to no conclusion about the item at all. Only one attempt may be made to identify an item. Magical scrolls, rings, potions, wands, staves, rods, artifacts, and miscellaneous magic items cannot be identified by war smiths.

Weapons, Combat and Armour

War smiths are initially proficient with two weapons. Though they are able to use any sort of weapon, one of the weapons learned at 1st level *must* be a warhammer. An additional weapon is gained with every three levels of experience (at the 4th, 7th, 10th, etc). The non-proficiency penalty for using a weapon is -2 to hit. They attack and save using the fighter's tables. Oil may be used as a weapon, but only evil war smiths will use poison.

Because they use it so frequently in metalworking, war smiths gain a +1 bonus to hit with the warhammer for every four levels of experience they have; 1st through 4th levels have a +1 bonus to hit, 5th through 8th levels have a +2, and so on.

From the 1st to 7th levels, war smiths attack once per round. War smiths of 8th through 14th levels attack three times every two rounds, and from the 15th level up may attack twice per round. These attacks apply only to thrusting or striking weapons. Against opponents with less than one hit dice, they attack once per round per level of experieince they have.

Armour and shields are used as per fighters. However, a war smith may only cast spells while wearing leather armour or none at all but certain spells will improve armour class.

War smiths may use magical items as per fighters.

Deities

A war smith's deity may be at most one alignment step removed from the war smith; for example, a Lawful Neutral war smith could worship a Lawful Good, Lawful Evil, Lawful Neutral, or Neutral deity only. Should there be a change of alignment, he or she becomes a normal fighter in all respects, though with a war smith's hit dice if the change occured after the 4th level. A return to war smith status is possible if the new alignment allows, or if the former alignment is achieved again, but a quest and a considerable sacrifice will be involved.

Spells

War smiths are able to cast spells that they receive from daily prayer to their deities as a cleric would. War smiths receive their first spells at 5th level and gain more and more powerful spells at higher levels. Bonuses in the form of extra spells are given to war smiths with exceptional wisdom, as per the *Players Handbook,* p11.

War smiths may be allowed to research and develop new spells,

but all should be similar in philosophy to those listed and be of reasonable power. No spells higher than 5th level may be learned or developed.

SPELL TABLE

1st Level
Affect normal fires (M)
Armour I
Cure burns
*Detect magic (D)**
Protection from normal fire

2nd Level
Armour II
*Flame arrow (M)**
*Heat metal (D)**
*Produce flame (D)**
*Resist fire (C)**

3rd Level
Armour III
Firehammer
Flameblade
*Protection from fire (D)**

4th Level
Armour IV
*Fire charm (M)**
*Produce fire (D)**

5th Level
Armour extension
*Flame strike (C)**
*Wall of fire (D)**

Spells similar to those in the *Players Handbook* are followed by a letter; (C) is clerical, (D) is druidic, and (M) is magic-user. Those spells marked by an asterisk (*) have been altered so that only the war smith's hammer need by used as a material component which will not be destroyed in casting the spells.

Armour I (Alteration)
Range: *Touch* Components: *V, S*
Duration: *3 turns/level* Casting Time: *1 round*
Area of Effect: *Person touched* Saving Throw: *None*
This spell confers AC6 on the recipient. This will not work in conjunction with the wearing of any armour other than padded or leather, or magical armour of any sort, including leather. However, rings of protection and the like (excluding bracers of defense) and dexterity bonuses will function.

Cure Burns (Necromantic)
Range: *Touch* Components: *V, S, M*
Duration: *Permanent* Casting Time: *4 segments*
Area of Effect: *Person touched* Saving Throw: *None*
This spell is similar to the clerical spell *cure light wounds,* but will only cure wounds caused by fire, steam, or high temperatures. Wounds made by fire based magic may be cured. *Cure burns* restores 1-8 hit points. This spell cannot be reversed. For each level above the 1st, one extra point of damage may be cured; thus at 8th level, a war smith may cure 1d8+7 points of burn injuries with this spell.

Protection from Normal Fire (Abjuration)
Range: *Touch* Components: *V, S, M*
Duration: *1 turn +1 turn/level* Casting Time: *3 segments*
Area of Effect: *Person touched* Saving Throw: *None*
The recipient will be able to work comfortably in temperatures up to the boiling point of water, and if exposed to open flame will take only one point of damage per round if the flame does less than or equal to 6 points per round. Half damage will be taken from exposure to hotter fires. This spell affords no protection from magical fires.

Armour II (Alteration)
As *armour I* in all respects, except that it protects as AC4.

Armour III (Alteration)
As *armour I* in all respects, except that it protects as AC2.

Armour IV (Alteration)
As *armour I* in all respects, except that it protects as AC0.

Firehammer (Conjuration/Summoning)
Range: *Touch* Components: *V, S, M*
Duration: *4-10 rounds, +1 round/level (or less)* Casting Time: *4 segments*
Area of Effect: *Hammer touched* Saving Throw: *None*
When cast upon a hammer, flames will radiate in a 3"-6" diameter from the hammerhead, giving off light equal to a clerical *light* spell. The wielder of the hammer, who must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the *firehammer* enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell.

Flameblade (Conjuration/Summoning)
Range: *Touch* Components: *V, S, M*
Duration: *2-5 rounds, +1 round/level* Casting Time: *4 segments*
Area of Effect: *Weapon touched* Saving Throw: *None*
This spell confers the bonuses to hit and damage as a *Flametongue* sword possesses, upon a non-magical sword, scimitar, or dagger. The weapon will not be harmed by use of this spell. The weapon will shed light equal to a normal torch.

Armour Extension (Alteration)
Range: *0* Components: *V, S, M*
Duration: *Special* Casting Time: *4 segments*
Area of Effect: *Special* Saving Throw: *None*
This spell, when cast immediately after one of the *armour* spells, will double the duration of that spell if it was applied to the war smith only.

SPELLS USABLE BY CLASS AND LEVEL

War smith Level	Spell Level 1	2	3	4	5	War smith Level	Spell Level 1	2	3	4	5
5	1	-	-	-	-	13	4	4	2	2	-
6	2	-	-	-	-	14	4	4	3	3	-
7	2	1	-	-	-	15	4	4	3	3	1
8	2	2	-	-	-	16	4	4	4	3	2
9	2	2	1	-	-	17	4	4	4	4	3
10	3	2	1	-	-	18	5	4	4	4	4
11	3	2	2	1	-	19	5	5	5	4	4
12	4	3	2	1	-	20*	5	5	5	5	5

* Maximum spell ability level.

WAR SMITHS (FIGHTER) TABLE

Experience	Level	Hit Dice	Title
0-2250	1	1d10	Blacksmith
2251-4500	2	2d10	Locksmith
4501-9000	3	3d10	Ironworker
9001-18000	4	4d10	Toolmaster
18001-36000	5	4d10+1d8	Flamemaster
36001-75000	6	4d10+2d8	Craftsman
75001-150000	7	4d10+3d8	Forger
150001-300000	8	4d10+4d8	Deviser
300001-600000	9	4d10+5d8	Artificer
600001-900000	10	4d10+6d8	War Smith
900001-1200000	11	4d10+6d8+2	War Smith (11th level)
1200001-1500000	12	4d10+6d8+4	War Smith (12th level)

300000 experience points per level thereafter. War smiths gain 2HP per level after the 10th.

Henchmen and Hirelings
Hirelings may be taken on by a war smith of any level, though they will not hire armourers, smiths, weapon-makers, and the like. Henchmen may be taken on at any level, with the exclusion of assassins, bards, and monks. Other war smiths may be taken on as henchmen, and may assist in the making of weapons and armour. War smiths do not normally establish castles preferring to take service at existing castles, unless adventuring. ■

Although designed for *Traveller*, this system could be converted to any other RPG.

Whenever any character is wounded, it is advantageous to discover the location of the wound, so that any special effects (eg blindness, broken bones, etc) can be determined and to increase the role-playing atmosphere. (Note: only the damage multiplier need be determined for non-player characters.)

GENERAL AREAS OF WOUNDING

To find the general area where wounding occurs, roll two six-sided dice:

Die Roll	*Location*
2	– Left Arm
3	– Left Leg
4	– Head
5	– Chest
6	– Lower Torso
7	– Chest
8	– Lower Torso
9	– Chest
10	– Right Leg
11	– Left Leg
12	– Right Arm

Special Notes:

A: If the victim is unable to retaliate and the attacker is at Close or Short range, he may choose exactly (on this and any subsequent table) where the wound occurs, but he may not affect any die roll for damage.

B: Any person firing, or throwing, a missile weapon may elect to *aim*. A DM of -3 is imposed to hit. If a hit is scored, then the general area (only) may be chosen. The choice should be stated before the dice are thrown.

WEAPON TYPES

In addition to doing different amounts of damage, weapons also do different *types* of damage. There are ten basic weapon types:

1: **Bullet:** Weapons which propel a metal bullet at high velocity and cause damage on impact by kinetic energy. Mainly low tech guns.
2: **Energy:** Weapons which fire either high energy bolts or project beams of super-heated hydrogen (plasma). Both cause thermal and kinetic energy damage.
3: **Pellet:** Weapons which fire a large number of small (3mm or less) projectiles causing a number of small wounds instead of one large one. The pellets are usually metal.
4: **Blade:** These are flat-bladed cutting weapons with at least one sharp edge including some throwing weapons, eg boomerang. They are not always made out of metal, eg pottery, plastic, even a blade of super-heated plasma.
5: **Thrusting:** Pointed weapons used to pierce the skin, sometimes mounted on poles or even fired. They have a hardened point.
6: **Blunt:** Melee weapons which do not pierce the skin but cause damage with a clubbing action, eg cudgels, clubs, crowbars, etc.
7: **Hands:** The hands of a *Homo Sapiens*, his basic fighting equipment since time immemorial. Not only includes the hands, but all parts of the body used for attack.
8: **Teeth:** The jaws of a wild animal used with a biting action.
9: **Claws:** The claws of a wild animal, used with a slashing action.
10: **Explosives:** Missile weapons which explode, either on impact or on a time fuse.

Some weapons qualify for two or possibly more types, eg a dagger is both Blade and Thrusting. Here is a listing of all weapons featured in Books 1 & 4 along with their type(s):

Weapon	*Type*	*Weapon*	*Type*	*Weapon Type*		*Weapon*	*Type*
Accelerator Rifle	1	Carbine	1	Laser Carbine	2	RAMGrenHEAP	10
Adv. Cbt. Rifle:		Claws	9	Laser Rifle	2	RAMGrenFL	3
DS	1	Club	6	LAG DS	1	Revolver	1
HE	10	Cudgel	6	LAG FL	3	Rifle	1
Assault Rifle	1	Cutlass	4	LAG HE	10	Shotgun	3
Auto Pistol	1	Dagger	4/5	LMG	1	Snub Pistol	1/10
Auto Cannon DS	1	FGMP 14	2	PGMP 12	2	Spear	5
Auto Cannon HE	10	FGMP 15	2	PGMP 13	2	Stinger	4/5/7
Auto Rifle	1	Gauss Rifle	1	PGMP 14	2	Sub-mach. Gun	1
Bayonet	5/9	Halberd	4/5	Pike:		Sword	4/5
Blade	4/5	Hands	7	(1st Attack)	4/5	Teeth	8
Body Pistol	1	Hooves	6	(2nd Att.)	5	Thrasher	6
Broadsword	4	Horns	5	RAMGrenHE	10	VRF Gauss Gun	1

Notes:

A: Where two or three types are separated by a slash, either the referee determines which is used or the attacker may choose before the general area is determined.

B: Types 3 & 10 and those of type 1 which fire multiple-round bursts cause 1–3 hits on the specific area charts.

SPECIFIC AREAS AND WOUNDING

Once the general area has been determined, the specific area must be located. (They are listed under the same headings as the general areas.) The procedure is:

1: Throw 1d6 on the specific area table for the general area hit;

2: Adjust any wounding accordingly by cross-referencing weapon type and specific area on the damage multiplier table.

3: See if any additional damage occurs (eg broken bone) by using area and weapon type.

SPECIFIC AREA TABLES

ARM HIT SPECIFIC AREA TABLE

This section covers both arms and the shoulders. If a 6 is rolled in determining the specific area then re-roll.

Die Roll — *Specific Area*

1 *Hand:* A broken hand and/or wrist is possible, both level 3 broken bones. The chances of a broken hand are: Weapon type 1=87%; 2=91%; 3=34%; 4=20%; 5=87%; 6=16%; 7=03%; 8=21%; 9=12%; 10=98%. If the hand is not broken then there is a chance of the wrist breaking; if that number is followed by another then that is the chance of the wrist breaking *in addition* to the hand. The chances are: Weapon type 1=86%/02%; 2=91%/03%; 3=21%/34%; 4=58%/11%; 5=92%/09%; 6=42%/12%; 7=05%/01%; 8=75%/16%; 9=12%; 10=98%/67%.

2 *Forearm:* The chances of a broken forearm, a level 4 broken bone, are: Weapon type 1=75%; 2=86%; 3=21%; 4=54%; 5=62%; 6=30%; 7=04%; 8=64%; 9=21%; 10=87%.

3 *Elbow:* The chances of a broken elbow, a level 4 broken bone, are: Weapon type 1=94%; 2=97%; 3=42%; 4=89%; 5=96%; 6=62%; 7=05%; 8=85%; 9=32%; 10=99%.

4 *Upper arm:* The chances of a broken bone, level 5, are: Weapon type 1=72%; 2=75%; 3=16%; 4=64%; 5=65%; 6=21%; 7=01%; 8=23%; 9=09%; 10=84%.

5 *Shoulder:* The chances of a broken shoulder, a level 7 broken bone, are: Weapon type 1=86%; 2=89%; 3=23%; 4=68%; 5=76%; 6=76%; 7=0%; 8=53%; 9=21%; 10=93%.

Notes: Any hit on the arm causes anything being carried in that hand to be dropped. Any hit on the arm which breaks a bone renders the whole arm below that point useless until healed, and there is a chance of the arm being amputated at that point (See additional damage.).

Arm Damage Multiplier Table

Specific Area Hit

Weapon Type	Hand 1	Forearm 2	Elbow 3	Upperarm 4	Shoulder 5
1	–	–	–	–	–
2	–	–	–	–	x 1¼
3	–	–	–	–	–
4	–	–	–	–	x 1½
5	–	–	–	–	–
6	x ½	–	–	x ½	–
7	x ¼	x ¼	x ½	x ½	–
8	–	–	–	–	–
9	–	–	–	–	–
10	–	–	–	–	x 1½

Additional Damage Table for Arms Only

On the additional damage table if the percentage number or less is rolled then anything below that point of the arm is amputated. An additional 2d6 points of damage are taken immediately, with 1d6 per hour being taken for another 1d6 hours. DMs: per level of Medic skill – 3. If hospital is reached bleeding ceases.

Specific Area Hit

Weapon Type	Hand 1	Forearm 2	Elbow 3	Upper arm 4	Shoulder 5
1	01%	01%	01%	01%	01%
2	36%	32%	39%	30%	27%
3	17%	06%	12%	11%	07%
4	73%	75%	79%	64%	69%
5	64%	54%	63%	49%	58%
6	–	–	–	–	–
7	–	–	–	–	–
8	47%	75%	82%	65%	43%
9	19%	09%	13%	05%	05%
10	89%	86%	92%	85%	96%

LEG HIT SPECIFIC AREA TABLE

This section covers both legs, up to but not including the hip joints.

Die Roll — *Specific Area*

1 *Foot:* A broken ankle and/or foot is possible. A broken ankle is a level 3 broken bone, a broken foot is level 5. The chances of a broken foot are: Weapon type 1=87%; 2=90%; 3=65%; 4=86%; 5=95%; 6=30%; 7=10%; 8=60%; 9=28%; 10=98%. If the foot doesn't break then there is a chance that the ankle will break. If the percentage chance is followed by another then this is the chance of the ankle breaking *in addition* to the foot breaking. The chances are: Weapon type 1=98%; 2=97%/05%; 3=54%/65%; 4=89%/75%; 5=96%; 6=38%; 7=24%; 8=72%/17%; 9=13%; 10=99%/73%.

2 *Shin:* The chances of a broken lower leg bone, a level 6 broken bone, are: Weapon type 1=98%; 2=99%; 3=45%; 4=89%; 5=95%; 6=40%; 7=06%; 8=53%; 9=32%; 10=99%. 10=99%.

3 *Calf:* The flesh of the lower leg has been hit – no additional damage is possible.

4 *Knee:* The chances of a broken kneecap, a level 7 broken bone, are: Weapon type 1=98%; 2=97%; 3=38%; 4=65%; 5=89%; 6=28%; 7=05%; 8=52%; 9=19%; 10=99%.

5 *Upper leg:* A flesh wound. No additional damage is possible.

6 *Upper leg:* A bone wound. The chances of a level 8 broken bone are: Weapon type 1=79%; 2=86%; 3=48%; 4=40%; 5=85%; 6=05%; 7=01%; 8=47%; 9=12%; 10=90%.

Note: Any hit on the leg that breaks a bone or does 10+ points of damage knocks the victim to the ground.

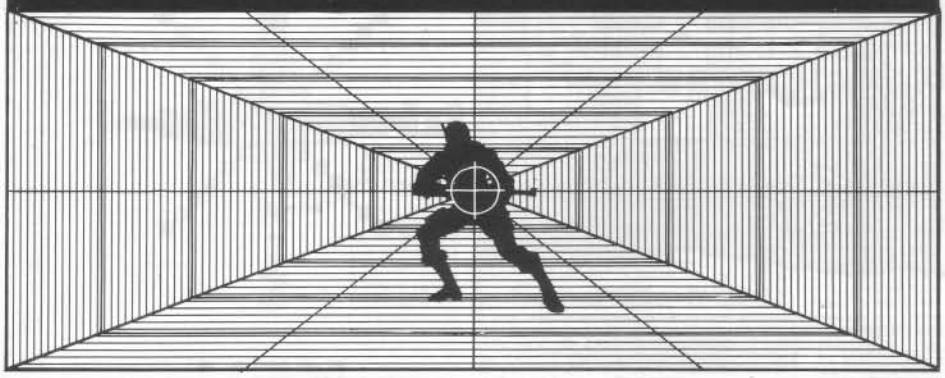
Leg Damage Multiplier Table

Specific Area Hit

Weapon Type	Foot 1	Shin 2	Calf 3	Knee 4	U Leg Flesh 5	U Leg Bone 6
1	–	–	x ¾	x 1½	x ½	–
2	–	–	–	x 1½	x ¾	–
3	–	–	x ½	–	x ½	–
4	–	–	–	x 2	–	–
5	–	–	–	x 2	–	–
6	x ¾	–	x ½	x 1¼	x ½	–
7	x ¾	–	x ½	x 2	x ½	–
8	–	–	–	x 1½	–	–
9	x ¾	–	x ¾	–	–	–
10	–	–	–	x 2½	–	–

ON TARGET

A Critical Hit System for *Traveller* by Steve Cook



HEAD HIT SPECIFIC AREA TABLE

This includes everything from the shoulders upwards.

Die Roll — *Specific Area*

1 *Eye(s):* Roll 1d6: 1-3=left eye; 4-6=right eye. Blindness might result – roll on additional damage table.

2 *Mouth:* The percentage chance of breaking the jaw, a level 5 broken bone, is: Weapon type 1=40%; 2=48%; 3=10%; 4=24%; 5=34%; 6=16%; 7=02%; 8=14%; 9=18%; 10=65%. If the jaw is broken roll again on the additional damage table to see if speech is impeded.

3 *Neck:* A neck wound causes an extra 2d6 points of damage each round for 1d6 rounds. Modifiers per level of medic skill present are -2 on time; -3 on damage. Every 3 levels of Survival skill count as one level of Medic skill. The chance of a broken neck, a level 10 broken bone, are: Weapon type 1=20%; 2=30%; 3=10%; 4=60%; 5=20%; 6=22%; 7=05%; 8=08%; 9=03%; 10=45%.

4 *Ears:* Roll again on the additional damage table for the chance of loss of hearing. The chances of a broken skull, a level 10 broken bone, are: Weapon type 1=20%; 2=35%; 3=10%; 4=60%; 5=20%; 6=40%; 7=02%; 8=08%; 9=03%; 10=45%.

5 *Nose:* The chances of a broken nose, a level 2 broken bone, are: Weapon type 1=69%; 2=74%; 3=18%; 4=38%; 5=85%; 6=45%; 7=15%; 8=12%; 9=20%; 10=90%. If the nose is broken roll again on the additional damage table for the chance of losing the sense of smell.

6 *General:* The only extra damage possible is a broken skull, a level 10 broken bone, are: Weapon type 1=50%; 2=65%; 3=10%; 4=34%; 5=30%; 6=50%; 7=01%; 8=12%; 9=09%; 10=68%.

Notes:
1: Any hit on the head will stun the victim for 1 combat round, and if it causes more than 15 points of damage will knock the victim to the ground.
2: In all areas, apart from the neck, penetration to the brain is possible hence the high damage multiplier.

Head Hit Damage Multiplier Table
Specific Area Hit

Weapon Type	Eye(s) 1	Mouth 2	Neck 3	Ear 4	Nose 5	General 6
1	x 4	x 3	x 3	x 3	x 3	x 3
2	x 6	x 4	x 3	x 4	x 4	x 3
3	x 2	x 2	x 5	x 2	x 2	x 2
4	x 4	x 3	x 6	x 4	x 3	x 4
5	x 6	x 4	x 4	x 3	x 4	x 3
6	x 2	x 2	x 3	x 3	x 2	x 3
7	x 2	x 2	x 2	x 2	x 2	x 2
8	x 3	x 3	x 6	x 3	x 3	x 3
9	x 3	x 2	x 5	x 2	x 2	x 2
10	x 6	x 5	x 5	x 4	x 4	x 4

Additional Damage Table For Head Only
A hit on areas 1 – Eye(s), 2 – Mouth, 4 – Ear and 5 – Nose has a percentage chance of destroying, or at least damaging, the appropriate sense, respectively – sight, speech, hearing and smell. The table below should be consulted for these affects.

Specific Area Hit

Weapon Type	Eye(s) 1	Mouth 2	Ear 4	Nose 5
1	99%	05%	18%	03%
2	100%	12%	19%	04%
3	92%	07%	04%	01%
4	87%	09%	07%	13%
5	100%	11%	26%	18%
6	23%	01%	–	01%
7	06%	–	–	–
8	58%	08%	06%	02%
9	67%	14%	01%	01%
10	99%	20%	14%	08%

The number indicated or less should be thrown on percentage dice for that particular sense to be effected.

LOWER TORSO HIT SPECIFIC AREA TABLE

This area covers the torso from the waist downwards, including the hips but not the legs.

Die Roll — *Specific Area*

1 *Backbone:* The same as the chest area backbone; see that section.

2 *Groin:* This applies to both male and female. The chances of the victim becoming sterile are: Weapon type: 1=28%; 2=40%; 3=50%; 4=60%; 5=55%; 6=15%; 7=12%; 8=20%; 9=35%; 10=98%. If sterilisation occurs there is the chance of a loss of social standing (ref's discretion), and an additional 1d6 points of damage are taken immediately.

3/4 *Left/Right Hip:* This applies to both hips. The chances of a broken hip, a level 9 broken bone, are: Weapon type: 1=92%; 2=90%; 3=35%; 4=85%; 5=95%; 6=28%; 7=12%; 8=20%; 9=10%; 10=98%. If the pelvis is broken an additional 1d6 points of damage are taken immediately.

5/6 *General:* A flesh wound, with no possibility of any multiplied or additional damage.

Lower Torso Damage Multiplier Table
Specific Area Hit

Weapon Type	Groin 2	Left/Right Hip 3/4	General 5/6
1	x 1½	x 1½	–
2	x 1¾	x 1½	–
3	x 2	–	–
4	x 1½	x 2	–
5	x 1¾	x 1½	–
6	x 1½	–	–
7	x 1½	–	–
8	x 2	x 1¼	–
9	x 1½	–	–
10	x 2½	–	–

CHEST HIT SPECIFIC AREA TABLE

The chest area covers the torso from the waist upwards to the shoulders.

Die Roll — *Specific Area*

1 *Heart:* The wound has occurred in the general vicinity of the heart, but not necessarily penetrating it. The chances of 1-3 broken ribs, a level 2 broken bone, are: Weapon type 1=30%; 2=42%; 3=25%; 4=60%; 5=35%; 6=42%; 7=10%; 8=70%; 9=20%; 10=85%; Weapon types 1,2,4,5,10 automatically puncture the heart. The chances for the others are: Weapon type 3=84%; 6=20%; 7=09%; 8=70%; 9=40%. If the heart is punctured it bleeds causing 2d6 points of damage each round for 1d6 combat rounds. It then bleeds for 1d6 points of damage per round for 2d6 rounds or until seen to by a medic or someone with Survival skill. 6d6 points of damage are then taken per day till hospital is reached. The period of hospitalisation is at least 2d6 weeks. Strength, dexterity, and endurance are all reduced permanently by 1-3 points.

2 *Lungs:* The chances of 1-3 broken ribs, a level 2 broken bone, are: Weapon type 1=30%; 2=42%; 3=25%; 4=60%; 5=35%; 6=42%; 7=10%; 8=70%; 9=20%; 10=85%. Weapon types 1, 2, 4, 5, 9, 10 automatically puncture the lungs – the others have the following chances: 3=75%; 6=30%; 7=10%; 8=78%. If the lungs are punctured they bleed for 1d6 points of damage per round for 1d6 combat rounds, -1 round per level of Medic present and subtract 0-2 from strength, dexterity, and endurance, permanently.

3 *Backbone:* The chances of a broken spine, a level 10 broken bone, are: Weapon type 1=85%; 2=90%; 3=20%; 4=82%; 5=90%; 6=65%; 7=05%; 8=89%; 9=25%; 10=99%. The chances of paralysis are: Weapon type 1=20%; 2=30%; 3=07%; 4=20%; 5=27%; 6=26%; 7=02%; 8=19%; 9=01%; 10=54%. Die modifiers: Per level of Medic skill present, -8%; per tech level of hospital above 8, -5%.

4 *Organs:* Roll 1d6 – 1= kidney; 2= liver; 3= stomach; 4= digestive tract; 5= artery; 6= count as 5 or 6 below (general). Kidney or liver= 10% chance of permanent disability: -2 on strength, dexterity, and endurance. 1d6 points of damage suffered. Stomach and digestive tract =30% chance of death in 1d6 days unless hospitalized before death. DMs: -5 per level of Medic skill present. Artery =1d6 points of damage per round for 3d6 combat rounds. DM: -3 rounds per level of Medic skill present or 3 levels of Survival skill. Then 2d6 points of damage per day until hospitalisation.

5/6 *General:* A wound in another area of the chest. The chances of 1-2 broken ribs, a level 2 broken bone, are: Weapon type 1=30%; 2=42%; 3=25%; 4=60%; 5=35%; 6=42%; 7=10%; 8=70%; 9=20%; 10=85%.

Note: Any wound causing more than 15 points of damage knocks the victim to the ground and stuns him for 1d6 combat rounds.

Chest Hit Damage Multiplier Table
Specific Area Hit

Weapon Type	Heart 1	Lungs 2	Backbone 3	Organs 4	General 5/6
1	x 6	x 3	x 3	x 3	x3
2	x 6	x 4	x 3	x 2	–
3	x 5	x 4	x 2	x 3	–
4	x 5	x 4	x 4	x 3	–
5	x 6	x 4	x 4	x 2	–
6	x 2	x 1½	x 1½	x 1½	–
7	x 1½	x 1¼	x 1¼	–	–
8	x 3½	x 3	x 2	x 2	–
9	x 3	x 3	–	x 1½	–
10	x 6	x 5	x 4	x 3	–

BROKEN BONES

In addition to all normal damage sustained from cuts, falls, bullets etc there is the possibility of a broken bone. All additional immediate damage is listed under the specific areas. For a broken bone several things have to be determined: 1) the damage taken before hospital is reached; 2) how long the hospital stay is; 3) how long the victim must rest when out of hospital.

The broken bones and levels are:
Level Bone Broken
1 – Finger
2 – Nose, rib
3 – Ankle, hand, wrist
4 – Forearm
5 – Jaw, foot, elbow, upper arm
6 – Lower leg
7 – Knee, shoulder
8 – Upper leg
9 – Hip
10 – Neck, skull, spine

Wounding
Before hospital is reached some wounding occurs: 1-3 points per 6 hours, + 1 hour per level of Medic skill present.

Example: A character assisted by a Medic-2 sustains 1-3 damage every (6+2) = 8 hours.

No Hospitalisation
If no hospital is available the following procedure should be used: Patient must be stationary. All references to the table refer to the table under the hospiatl section. Add 5 to the medic expertise present, treat Medic-0 as Medic-1. This gives the equivalent tech level for the hospital. 1-3 damage per level of broken bone are suffered each day. Divide total wounds by 4; this amount is suffered every 6 hours. This wounding is suffered until the end of the hospitalisation period. Normal recovery rules apply during this period but if at any time the character would have died it is assumed that he has died from his wounds.

Hospitalisation
While in hospital no wounding occurs except in extreme circumstances. The following table gives the length of time spent in hospital.

Broken Bone Level	*Time (Hours)*	*Minimum Time (h)*	*DMs (+ or -)*	*Resting*
1	4d6	1	2	x 1d6
2	6d6	2	2	x 1d6+1
3	8d6	4	4	x 1d6+2
4	8d6+12	6	4	x 2d3-3
5	8d6+24	12	6	x 1d6+3
6	8d6+36	24	6	x 2d6-2
7	8d6+48	36	6	x 2d6-1
8	8d6+72	48	8	x 2d6
9	8d6+168	60	10	x 2d6+3
10	8d6+336	72	12	x 3d6

The *Broken Bone Level* column refers to the level of the broken bone.

The *Time (Hours)* column refers to the length of time it is necessary to spend in hospital. This is not only treatment time but time spent waiting and under observation etc.

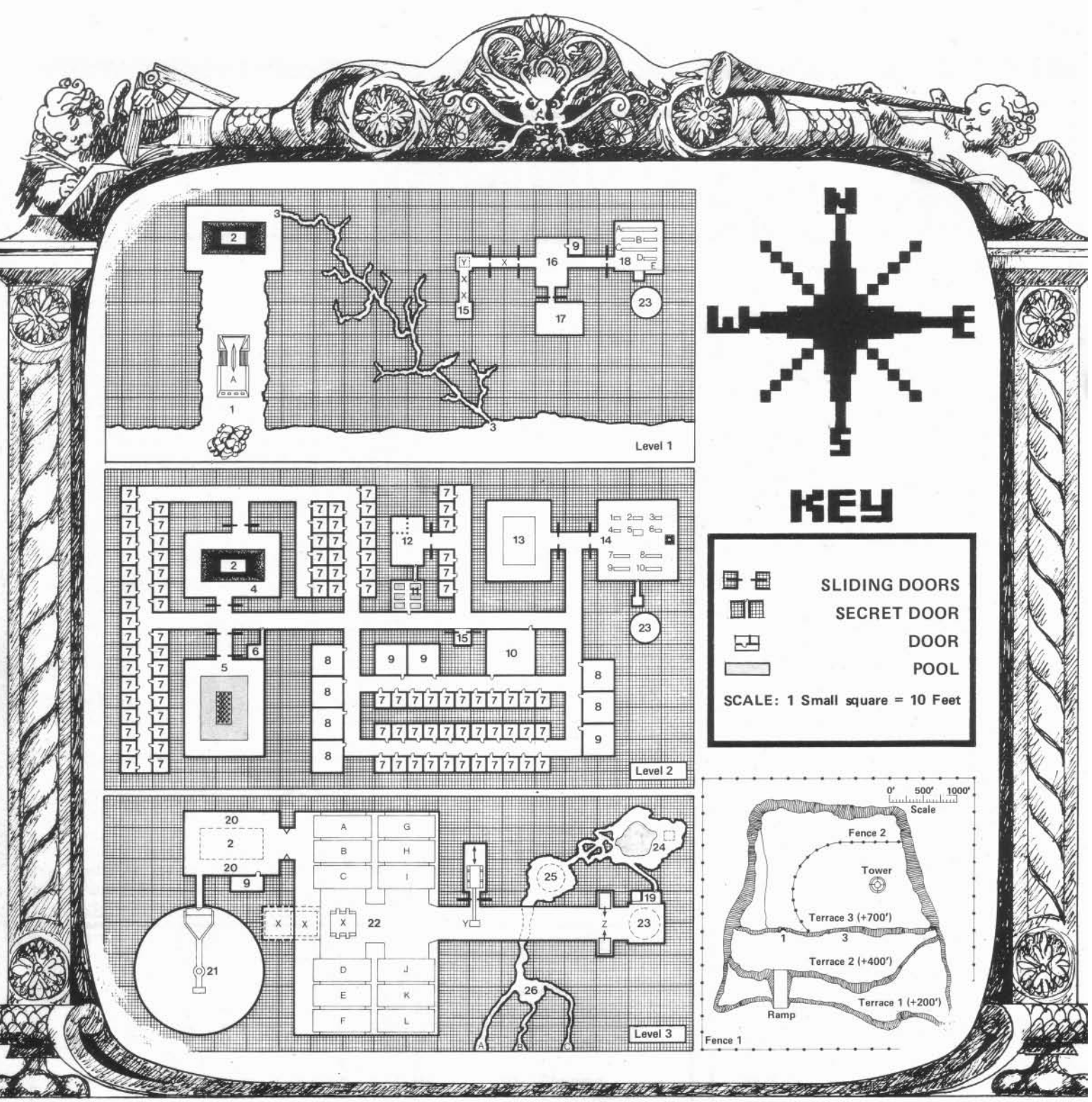
The *Minimum Time (h)* column refers to the absolute minimum amount of time which should be spent in hospital, in some cases this will be impossible due to high necessary time but in no circumstances should the time go below that.

The *DMs (+ or -)* column refers to the DMs on time according to the tech level of the hospital. For every tech level over 8 take the number away from the required time in hospital, for every tech level below 8 add it on.

The *Resting* column refers to the length of time which must be spent resting once hospital is left. To calculate multiply the hospital stay (in hours) by the modified die roll. This is then the resting time in days. During this period of time the victim cannot do any strenuous actions which involve the damaged bone.

Example: A character with a broken lower leg goes to a tech level 10 hospital. A broken lower leg is a level 6 broken bone. He rolls 8^6 for hours, 36 then adds 36, giving a total of 72. The hospital is tech level 10 so a DM of (10-8) x 6 = 12 is applied, 12 giving a total of 60 hours. The time resting is 2d6-2 x 60 days. The 2d6 are 5 giving a total of 3; so therefore time = 3 x 60 = 180 days. So 180 days must be spent during which time the character can't perform any strenuous activity which involves his leg (running, climbing etc).

Cost
The cost of the stay in hospital is calculated as follows: Multiply the length of stay in hours by 1d6 (same number every time for the same hospital) and this gives the cost in Credits. In all cases a minimum charge of Cr 50 is enforced. Note on some primitive planets this might have to be paid in potatoes, petrol or even 'magic from strange and wonderous worlds'.



OPERATION COUNTERSTRIKE

by Marcus L Rowland

AN AD&D SCENARIO UTILISING SPACE TRAVEL METHODS DISCUSSED IN THE ARTICLES THE DM'S GUIDE TO THE GALAXY *AND* THE DUNGEON AT THE END OF THE UNIVERSE (WD26 & 27). *FOR CHARACTERS AROUND 6TH-8TH LEVEL. IT IS LOOSELY BASED ON H G WELLS'* WAR OF THE WORLDS.

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LOCK AND SLIDE INTO THE WALLS, ANY OTHER BUTTON SOUNDS AN ALARM AND ACTIVATES A SECONDARY LOCK SYSTEM. FOR THE FIRST PAIR OF DOORS THE BUTTONS ARE MARKED WITH 1, 2, 3, 4 & 5 DOTS, WITH THE 4 DOT BUTTON, WHICH IS NOT A PRIME NUMBER, OPENING THE DOORS. THE SECOND PAIR OF DOORS HAS RED, GREEN, BLACK, YELLOW AND BLUE BUTTONS. BLACK, WHICH IS NOT PART OF THE SPECTRUM, OPENS THE DOORS. THIS ROOM, AND ALL OTHER ROOMS WITH IMPORTANT INSTALLATIONS, HAS A SECURITY ALARM BUTTON FIXED TO THE WALL BY THE DOOR.

THE ROOM ITSELF HOLDS A LARGE POOL-TYPE REACTOR CONSISTING OF A GRID OF RADIOACTIVE BLOCKS AND MODERATOR RODS 20' BELOW THE SURFACE OF A POOL OF HEAVY WATER. THE 36 CONTROL RODS CAN BE RAISED OR LOWERED BY CABLES CONTROLLED FROM ROOM 6, WHICH HAS A LARGE LEADED WINDOW 20' ABOVE THE FLOOR OF 5. IN THE NORMAL ROD POSITION THE RADIATION LEVEL IN THIS ROOM IS EQUIVALENT TO THAT OF 1, BUT IF THE RODS ARE WITHDRAWN TO THEIR FULL NORMAL EXTENT THIS LEVEL WILL QUADRUPLE. IF THE RODS ARE FULLY INSERTED THE RADIATION FALLS TO ONE THIRD NORMAL AND POWER PRODUCTION IS SHARPLY CURTAILED. NEITHER THE LAUNCH ACCELERATOR OR THE GRAVITY NULLIFIER IN 2 WILL THEN FUNCTION. TWO COMBAT ROBOTS WITH 4 TENTACLES AND STUN RODS GUARD THIS ROOM AND PERFORM ROUTINE CLEANING AND MAINTENANCE.

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16: A GUARD ROOM HOLDING FOUR SPECIAL COMBAT CARRIERS OCCUPIED BY 4D8 RALKAN CLONES, 25 HTK AS ROOM 13'S GUARD. THE ROOM IS EMPTY OTHERWISE.

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17: THE DOOR TO THIS ROOM IS LOCKED, PICKED AT -10% PROBABILITY. IT IS ANOTHER GUARD ROOM AND ARMOURY. TWO MORE SPECIAL CARRIERS WITH 4D8, 23 HTK CLONES ARE IN THE ROOM PLUS 3 UNOCCUPIED SPECIAL CARRIERS. TWO COMBAT ROBOTS WITH ARMOUR, STUN RODS AND 4 TENTACLES ARE ALSO PRESENT. ON RACKS AROUND THE WALLS ARE AN ASSORTMENT OF WEAPONS AND EQUIPMENT:
4 SELF-POWERED STUN RODS. THESE ARE IDENTICAL TO THE CARRIER UNITS BUT HAVE A BUTT (DESIGNED FOR A TENTACLE), A CABLE AND POWER PACK.
6 SELF-POWERED RAY GUNS (AS ABOVE).
6 GRENADES (EXPLODE AS 4D6 *FIREBALL*).
4 GRENADES (RELEASE 30' CLOUD OF POISON GAS).
9 GRENADES (RELEASE 20' CLOUD OF FLUORESCENT ORANGE DYE, EMITTING A FOUL SMELL BUT HARMLESS. THIS DYE WILL NOT BECOME INVISIBLE AND TAKES 3-6 DAYS TO WEAR OFF CLOTHING, SKIN, ETC.
4 FIREPROOF SUITS FOR RALKANS (MAY FIT SMALL DWARVES OR LARGE HALFLINGS).

NONE OF THE ABOVE ARE OF SELF-EXPLANATORY DESIGN. THE STUN RODS CAN EASILY BE HELD THE WRONG WAY ROUND, THE RAY GUNS CAN BE HELD SO AS TO POINT AT THE FLOOR WHEN APPARENTLY AIMED AHEAD, AND THE GRENADES ARE ALL FEATURELESS 9" RUBBERY BALLS EXPLODING 5 SEGMENTS AFTER THEY ARE SQUEEZED.

THERE IS ALSO AN ASSORTMENT OF SPARE PARTS FOR RALKAN WEAPONS ON THE SHELVES: 12 RUBY RODS, VALUE 20 GP EACH, 20 JEWELLED BEARINGS, VALUE 10 GP EACH, 4 REELS OF SILVER WIRE, VALUE 40 GP EACH, PLUS AN ASSORTMENT OF OTHER COMPONENTS OF NO USE TO EXPLORERS.

FIXED TO THE EAST WALL IS A TRANSPARENT PLASTIC CASE HOLDING A FEW SOUVENIRS OF THE INVASION. IN IT ARE A SWORD (*+3 DANCING BLADE*), A SMALL JEWELLED STATUE OF A NYMPH (VALUE 1200 GP), A SMALL *+1 SHIELD*, THREE POTION VIALS (ALL POISON), A CROSSBOW AND BOLTS, AND SOME COINS AND INGOTS (VALUE 120 GP). THE CASE IS LOCKED AND BOOBYTRAPPED TO GIVE A 2D6 SHOCK IF METAL PICKS ARE USED, AND WILL TAKE 20-25 POINTS OF DAMAGE BEFORE SHATTERING IF FORCED.

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18: THE DOOR TO THIS ROOM IS FITTED WITH ANOTHER BASE 3 NUMERICAL LOCK, AS THE DOOR TO 13. IT IS ALSO EQUIPPED WITH A ONE-WAY ARMOURED GLASS PANEL AND WITH 4 NOZZLES AROUND THE FRAME WHICH CAN BE MADE TO FIRE PARALYSIS GAS IN A CLOUD RAPIDLY FILLING THE CORRIDOR. THESE NOZZLES CAN BE ACTIVATED BY A RALKAN 4D8, 23 HTK CLONE WHO GUARDS THE DOOR, ANOTHER THREE BEING AT OTHER POINTS AROUND THE ROOM.

THIS IS THE MAIN CONTROL ROOM OF THE COMPLEX AND IS FITTED WITH FOUR LONG INSTRUMENT PANELS AND A HUGE DISPLAY SCREEN COVERING THE ENTIRE NORTH WALL.

PANEL A CONTROLS THE ACTUAL FIRING OF RALKAN SPACECRAFT, AND IS ATTENDED BY SIX RALKANS 12, 9, 13, 15, 14, 18 HTK AND ONE OF THE CLONE GUARDS.

PANEL B CONTROLS INTERNAL PRE-LAUNCH MOVEMENT OF CAPSULES ON ITS LEFT HALF AND INTERNAL RATIONING OF ELECTRICAL POWER TO THE RIGHT. IT IS ATTENDED BY ANOTHER SIX RALKANS 12, 17, 11, 7, 14, 19 HTK.

PANEL C HANDLES COMMUNICATIONS, INTERNAL SECURITY MONITORS, LOCAL DEFENCES OUTSIDE THE COMPLEX, ETC. IT IS POSSIBLE FOR THIS PANEL'S CONTROLLERS TO LOCK OR OPEN ANY DOOR IN THE COMPLEX, TO SUMMON TRIPODS AND AIRCRAFT FROM OTHER COMPLEXES, AND TO LISTEN TO CONCEALED MICROPHONES THROUGHOUT THE COMPLEX. EIGHT RALKANS OPERATE THIS PANEL, 22, 10, 16, 11, 15, 21, 9, 14 HTK, WITH ANOTHER OF THE CLONE GUARDS.

THE SCREEN ON THE NORTH WALL DISPLAYS A VIEW OF THE SPACECRAFT LOADING BAY (22). IT IS POSSIBLE TO USE THESE CONTROLS TO CAUSE DAMAGE IN VARIOUS AREAS OF THE COMPLEX, BUT THEY CANNOT BE MANIPULATED TO CAUSE SEVERE PERMANENT DAMAGE (EG PILE MELTDOWN) AND RANDOM MOVEMENT OF KNOBS ETC HAS ONLY A 10% CHANCE OF PRODUCING ANY MEANINGFUL RESULT.

IN THE SE PART OF THE ROOM IS A LARGE TABLE, D AROUND WHICH ARE TWELVE RALKANS, ALL IN CARRIERS. THOSE ON THE NORTH AND SOUTH SIDES ARE NORMAL RALKANS IN UNARMOURED CARRIERS WITH 5 TENTACLES, 11, 19, 22, 10, 8, 18, 14, 21, 14, 17 HTK. AT THE EAST END IS ANOTHER 4D8 23 HTK CLONE IN ITS SPECIAL COMBAT CARRIER, AND AT THE WEST END IS THE RALKAN LEADER, WHO IS GENETICALLY MODIFIED, 5D8, 34 HTK, UNARMED ATTACKS 4 X 1-4, BEAK 1-6, BLOOD LOSS 1-8, AND IS A PSIONIC, ATTACK/DEFENCE MODES C/G, 1, PSIONIC STRENGTH 120, MINOR POWERS: ESP (1ST LEVEL) AND INVISIBILITY (3RD LEVEL); MAJOR POWER: TELEPATHY (2ND LEVEL). IT IS IN ANOTHER SPECIAL COMBAT CARRIER, BUT HAS ALL LIMBS ELECTRIFIED INSTEAD OF JUST THE TENTACLE. THE RALKANS AT THIS TABLE ARE DISCUSSING INVASION PLANS AND ARE MORE OR LESS COMMITTED TO A DATE 19 WEEKS AHEAD, WHEN THERE WILL BE A SUITABLE PLANETARY CONJUNCTION. SUCH CONJUNCTIONS OCCUR FOR TWO WEEKS EVERY 14 MONTHS. THERE IS ANOTHER MONTH OF PREPARATION NECESSARY BEFORE AN INVASION CAN TAKE PLACE, AND ANY DELAYS THE PARTY CAUSES SHOULD BE ADDED TO THIS PERIOD. RECESSED INTO THE SOUTH WALL IS A LARGE DISPLAY CASE, E, HOLDING MODELS OF THE ISLAND OF SKORG, TWO OF ITS MAJOR SEAPORTS, AND THREE INLAND TOWNS. BLUE MARKERS IN THE SHAPE OF CYLINDERS ARE STUCK IN THE MODELS AT SEVERAL POINTS. THESE MODELS ARE AN ACCURATE REPRESENTATION OF THE PROPOSED RALKAN INVASION POINTS, AND WOULD BE OF GREAT USE TO THE KING OF SKORG AND HIS MILITARY STAFF.

IN THE MIDDLE OF THE SOUTH WALL IS A LOCKED DOOR TO A LIFT DOWN TO ROOM 19. THE LIFT IS CONTROLLED BY THREE BUTTONS; THE UPPER TO SEND THE LIFT UP, THE LOWER TO SEND IT DOWN, AND THE MIDDLE BUTTON TO STOP IT. PRESSING A BUTTON (UP OR DOWN) ONCE SETS THE LIFT MOVING AT 25'/ROUND. PRESSING TWICE SETS THE LIFT INTO RAPID MOTION. TO TRAVEL DOWN TO 19 THE LIFT FALLS FREELY FOR 4 ROUNDS THEN DECELERATES AT 2G FOR 1½ ROUNDS. TO TRAVEL UP FROM 19 TO 18 THIS PROCESS IS REVERSED. PRESSING THE STOP BUTTON AT THESE SPEEDS CAUSES A 5G DECELERATION FOR TWO THIRDS OF A ROUND. THERE IS AN INTERMEDIATE LANDING IN THIS SHAFT, (SEE 14).

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19: THIS SMALL ROOM IS PRIMARILY AN OBSERVATION POINT AT THE BASE OF THE SPACECRAFT LAUNCHING SYSTEM. ONE RALKAN, IN AN UNARMOURED CARRIER WITH 5 TENTACLES, 18 HTK, IS SETTING UP A TV CAMERA CONNECTED TO ROOM 18 BEHIND THE HEAVY ARMOURED GLASS SHEET IN THE SOUTH END OF THE ROOM. IT IS AIDED BY TWO ROBOTS WITH SPECIALISED TOOL-TIPPED TENTACLES (ARMOURED AND STANDARD). THERE IS A CONCEALED KEYHOLE TO THE EAST OF THE WINDOW, WHICH ACTIVATES MOTORS RETRACTING THE GLASS INTO THE FLOOR. THERE IS A 30' DROP FROM THE FLOOR OF 19 TO THE MAIN FLOOR.

THERE IS A CONCEALED HATCH IN THE NORTH WALL OF 19, REVEALING A 4' SQUARE TUNNEL RUNNING NW AND DOWN AT 30°, LEADING TO CAVE 24. THE DUSTY FLOOR SHOWS MARKS OF FREQUENT USE.

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20: THIS ROOM, ROOM 22 AND THE TUNNEL TO THE LAUNCHER 23, ARE ALL LIT BY INTENSE FLICKERING BLUE-WHITE LUMINOUS PANELS FIXED TO THE WALLS AND CEILINGS. ANY CHARACTER WHO USES INFRAVISION MUST SAVE OR SUFFER SEVERE HEADACHE AFTER 2-4 ROUNDS. IF SUCH CHARACTERS HAPPEN TO BE EPILEPTICS THEY MUST MAKE AN ADDITIONAL SAVE, AT -2, TO AVOID SUFFERING A SEVERE ATTACK.

ROOM 20 ITSELF HAS A 150' CEILING AND IS GUARDED BY FOUR NORMAL RALKANS IN SPECIAL COMBAT CARRIERS (SEE 13) FITTED WITH FULLY CHARGED LIGHTNING RODS AND FLAME GUNS, 14, 24, 11, 16 HTK. THERE IS A FORCE FENCE INFLICTING 4D6 BURN DAMAGE BETWEEN 20 AND 22, 40' HIGH.

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21: A CENTRIFUGE. THE CABIN IS AN UNLIT CHAMBER 80' LONG AND 30' IN DIAMETER, TAPERED SLIGHTLY AT THE ENDS. THE DOOR OPENS INWARD AND IS NOT LOCKED. THE CABIN WALLS ARE THINLY PADDED. AT THE WEST END IS A CONTROL PANEL INSET INTO THE BULKHEAD, WITH TWO KNOBS AND ONE BUTTON. THE KNOBS ARE LABELLED IN RALKAN NUMERALS FROM 2 TO 7. THE BUTTON IS UNMARKED. THE LEFT-HAND KNOB SETS DURATION, IN UNITS OF THREE ROUNDS. THE RIGHT-HAND KNOB SETS ACCELERATION IN RALKAN GRAVITIES. KNOBS ARE TWISTED CLOCKWISE TO INCREASE THE TIME OR ACCELERATION. THE BUTTON STARTS THE MACHINE AND LOCKS THE CONTROLS, THERE IS NO OFF CONTROL. AS THE MACHINE STARTS THE DOOR WILL SLAM SHUT AND LOCK, OPENING WHEN THE MACHINE STOPS. THE CONTROLS ARE DESIGNED TO BRING THE CABIN TO A HALT AT THE ENTRY. WHEN THE MACHINE STARTS THERE WILL ALWAYS BE A SUDDEN JERK, THROWING THE OCCUPANTS TOWARDS THE OUTER WALL, FOLLOWED BY A STEADY FORCE AS THE MACHINE REACHES CONSTANT SPEED. BOTH MAY CAUSE SOME INJURY. IF THE CENTRIFUGAL FORCE (IN NORMAL GRAVITIES) MULTIPLIED BY 3 EXCEEDS A CHARACTER'S CONSTITUTION THEY WILL TAKE 1-3 POINTS OF DAMAGE PER ROUND IN STEADY SPIN.

THE CENTRIFUGE CHAMBER IS A FLAT CYLINDER WITH A 45' CEILING, THE CABIN AND THE COUNTERWEIGHT CLEARING THE FLOOR BY 5 FEET. THE COUNTERWEIGHT IS A BLOCK OF SILVER 30'X20'X10', MASS 1760 TONS AND VALUE 2 MILLION GP. IF SOMEHOW REMOVED FROM THE MACHINE AND RETURNED TO DORN THIS BLOCK WILL CAUSE AN IMMEDIATE CRASH IN THE PRICE OF SILVER, AND THERE IS A 70% CHANCE THAT THIS WILL LEAD TO THE COMPLETE COLLAPSE OF THE ECONOMY. THE MINIMUM REDUCTION IN SILVER VALUES WILL BE AROUND 95%.

THE TABLE FOLLOWING LISTS EQUIVALENT RALKAN AND NORMAL GRAVITY FORCES, THE DAMAGE CAUSED BY THE STARTING JERK, AND THE TIME NEEDED FOR ONE REVOLUTION OF THE MACHINE:

ACCELERATION, RALK (NORMAL) G:	2(1½)	3(2)	4(2⅔)	5(3½)	6(4)	7(4⅔)
STARTING DAMAGE, HIT POINTS:	1-3	1-4	2-6	2-8	3-9	3-12
ROTATION TIME, SECONDS:	14	10	8	7	6	5

DAMAGE CAUSED BY THE CENTRIFUGE IS HALVED BY A SAVING THROW AGAINST SPELLS. EQUIPMENT AND MAGIC ITEMS SHOULD SAVE AGAINST DAMAGE, AS AGAINST A FALL. ANY OBJECT OR PERSON STRUCK BY THE MOVING CABIN OR COUNTERWEIGHT WILL TAKE 4-48 POINTS OF DAMAGE. OBJECTS SHOULD SAVE AS AGAINST A CRUSHING BLOW.

THE MACHINE IS OF STRUCTURAL STRENGTH 140, WITH ITS BEARINGS AND MOTORS BURIED DEEP UNDER THE FLOOR. ITS DESTRUCTION WILL DELAY AN INVASION BY 1-3 MONTHS DUE TO DIFFICULTIES IN THE RALKAN TRAINING PROGRAMME.

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22: SPACECRAFT LOADING BAY. THE FLOOR IS DIVIDED INTO TWO LEVELS, WITH 25' BELOW THE REST SURFACED WITH SMOOTH CERAMIC. THE UPPER SECTION IS PATROLLED BY TWO OF THE 23 HTK CLONES IN SPECIAL CARRIERS LIKE THOSE USED IN ROOM 20, PLUS FOUR ROBOTS WITH ARMOUR, COMBAT BRAINS, STUN RODS AND FOUR TENTACLES.

THE UPPER FLOOR FORMS FOUR RACKS SUPPORTING THE ENDS OF 12 GLEAMING CYLINDERS, THE RALKAN SPACECRAFT. EACH IS 180' LONG AND 70' WIDE, WITH A 20' DIAMETER HATCH AT THE WEST END, SCREWING INTO THE MAIN BODY OF THE CRAFT. THE INNER COMPARTMENT IS 150'X40', STRUCTURAL STRENGTH 170.

CAPSULES D-G ARE FULLY LOADED, SEALED, AND LOCKED. EACH HOLDS: 18 RALKANS IN DRUG-INDUCED SUSPENDED ANIMATION, PLUS FOOD AND PERSONAL EQUIPMENT; COMPONENTS FOR TWO TRIPODS, PLUS 54 GAS MISSILES AND 9 LIGHTNING GUNS; 9 ARMOURED PERSONAL CARRIERS, PLUS 9 OF EACH TYPE OF WEAPON, SPARE LIMBS, ETC, 9 COMBAT BRAINS FOR CARRIERS; ⅓ OF NECESSARY COMPONENTS FOR A RALKAN AIRCRAFT. CAPSULES A, B & C ARE EMPTY AND UNLOCKED. CAPSULES H-L ARE LOADED WITH EQUIPMENT BUT DO NOT HOLD RALKANS, AND ARE LOCKED BUT NOT SEALED.

DESTROYING CAPSULES A-C WILL NOT DELAY ANOTHER INVASION, SINCE EXTRA CAPSULES ARE STOCKPILED IN A CAVE 4 MILES SOUTH OF THE MAIN COMPLEX, HOLDING 25 CAPSULES AND TWELVE GUARD ROBOTS, ALL ARMOURED WITH 5 TENTACLES & COMBAT BRAINS.

DESTROYING CAPSULES D-G WITH CONTENTS WILL DELAY AN INVASION BY NINE WEEKS PER CAPSULE.

DESTROYING CAPSULES H-L WITH CONTENTS WILL DELAY AN INVASION BY SIX WEEKS PER CAPSULE.

ON THE LOWER AREA IS A LARGE MACHINE, A 20' HIGH METAL BOX (X) FITTED WITH 4 JOINTED METAL ARMS ON ITS UPPER SURFACE. WHEN A CAPSULE IS TO BE MOVED THE REMOTELY-CONTROLLED DEVICE MOVES UNDERNEATH (BY MAGNETIC LEVITATION AND TRACTION) AND THE ARMS CRADLE AND LIFT IT, ALLOWING IT TO BE MOVED FROM THE RACK. TWO MORE OF THESE MACHINES ARE STORED IN A TUNNEL AS SHOWN UNDER THE UPPER FLOOR. EACH IS STRUCTURAL STRENGTH 40, AC1. DESTROYING ONE WILL NOT DELAY AN INVASION, TWO WILL DELAY AN INVASION BY 6 WEEKS, ALL THREE WILL DELAY AN INVASION BY FOUR MONTHS.

IF A CAPSULE IS TO BE LAUNCHED IT WILL BE MOVED EAST DOWN THE CORRIDOR. AT POINT Y A MACHINE EMERGES FROM THE WALL 40' ABOVE THE FLOOR AND SPRAYS THE CYLINDER'S EAST END WITH A THICK LAYER OF SOLID ROCKET FUEL, DRYING ALMOST INSTANTLY. THIS MECHANISM IS OF STRUCTURAL STRENGTH 25 AND WITHDRAWS BEHIND THICK REMOTE-CONTROLLED DOORS WHEN NOT IN USE. IF DESTROYED THERE IS A 60% CHANCE OF AN EXPLOSION CAUSING 6-60 POINTS OF DAMAGE FOR 500' EITHER SIDE OF THE OPENING, AND AN INVASION WILL BE DELAYED BY 4-6 MONTHS.

ONCE THE SPRAYER RETRACTS THE CAPSULE MOVES ON THROUGH ANOTHER FORCE FENCE (DAMAGE 4D6) WHICH WILL NOT AFFECT THE CAPSULE CONTENTS, AND THEN PAST TWO HUGE CERAMIC-COATED STEEL DOORS (Z) AND OVER A SECTION OF FLOOR, EVENTUALLY BEING PLACED WITH ITS EAST END DOWNWARDS AT THE BASE OF THE LAUNCHER (23). THE CARRIER THEN WITHDRAWS TO THE LOADING BAY AND THE DOORS (Z) CLOSE.

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23: LAUNCH SYSTEM. THIS CONSISTS OF A VERTICAL SHAFT UP TO THE LAUNCH TOWER LINED WITH 40 MAGNETIC ACCELERATOR RINGS AND SIX SUPERCONDUCTOR CABLES, WITH THE SAME SPECIFICATIONS AS THOSE IN THE LAUNCH TOWER. IF A CAPSULE IS TO BE LAUNCHED IT IS SEIZED BY INTENSE MAGNETIC FIELDS AND ACCELERATED AT 12 RALKAN GRAVITIES (8G) FOR ½ ROUND. ONCE CLEAR OF THE TOWER THERE ARE 1½ ROUNDS OF FREE FALL THEN A HEAVY LASER BURIED BENEATH STEEL SLIDING DOORS UNDER THE SHAFT FLOOR IS REVEALED, FIRING A BEAM THAT CAUSES THE SOLID ROCKET FUEL IN THE CAPSULE BASE TO ACCELERATE IT AT 9 RALKAN GRAVITIES (6G) FOR ANOTHER 4 ROUNDS. DAMAGE PER ROUND FOR UNPREPARED OCCUPANTS AT 8G IS 4-32, AT 6G IS 4-24.

IF ALL LAUNCH RINGS AND CABLES IN THE SHAFT ARE DESTROYED ANOTHER INVASION WILL BE DELAYED BY 12-18 MONTHS. IF THE SHAFT IS SOMEHOW BLOCKED OR CLOSED THERE WILL BE A DELAY OF 1 WEEK PER FOOT OF BLOCKAGE, TRIPLED IF THE ENTIRE SHAFT IS SOMEHOW CLOSED AND DOUBLED IF OVER HALF IS CLOSED.

THE LASER SYSTEM HAS A STRUCTURAL STRENGTH OF 24 AND IS CONCEALED UNDER REMOTELY CONTROLLED DOORS OF STRENGTH 70. THERE IS A CONCEALED LOCK IN THESE DOORS FOR MANUAL OPENING, GIVING ACCESS FOR SERVICING. DESTROYING THE LASER WILL DELAY ANOTHER INVASION BY 4 MONTHS.

THE ENTIRE SHAFT IS UNDER OBSERVATION FROM A CAMERA CONCEALED IN THE CORRIDOR WALL 30' ABOVE THE BASE, FITTED WITH A WIDE ANGLE LENS, AND IS BRIGHTLY LIT BY LUMINOUS PANELS. IF THE RALKANS OBSERVE INTRUDERS THEY CAN ACTIVATE THE LAUNCH SYSTEM IN 4 ROUNDS. THIS WILL ALLOW THEM TO SEND METAL ARMOURED CHARACTERS HURTLING INTO THE AIR AND/OR FRY THEM WITH THE LASER (DAMAGE 6-60). OBJECTS ACCELERATED BY THE MAGNETS ARE FORCED INTO THE LASER PATH AS PART OF THE GUIDANCE SYSTEM. FIRST SIGNS OF THE SYSTEM ACTIVATING ARE ELECTRICAL DISCHARGES AT RANDOM POINTS ALONG THE SHAFT AND TOWER, A DIMMING OF LIGHTS THROUGHOUT THE COMPLEX AND DEACTIVATION OF MANY SYSTEMS, AND VIBRATION OF ALL METAL OBJECTS INSIDE THE SHAFT. THE RALKANS CAN ALSO SEND GUARDS TO THE SHAFT BY VARIOUS ROUTES, AND MAY (20%) ORDER ONE OF THE TRIPODS GUARDING THE SURFACE TO DROP A GAS PROJECTILE DOWN THE SHAFT. THEY WILL ONLY DO THIS IF THERE SEEMS TO BE A CHANCE OF HEAVY DAMAGE TO THE TOWER AND AFTER CLOSING THE DOORS TO THE SHAFT BASE (22, Z) OR EVACUATING THE LOWER LEVEL OF THE COMPLEX.

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RANDOM ENCOUNTERS IN CAVES 24-26

1-3 GIANT ANTS (3-18)
4-6 CARRION CRAWLERS (1-2)
7-8 GIANT SPIDER (1-4)
9-10 PHASE SPIDERS (1-2)
11 GIANT RATS (3-18)
12-15 STIRGES (4-24)
16 ROT GRUBS (1-10)
17-18 GIANT SLUG (1)
19-20 YELLOW MOULD

GIANT RATS ROLLED ON THE ABOVE TABLE ARE SIMILAR TO THE NORMAL SPECIES, NOT PSEUDO-GERBILS. ALL VERTEBRATES ARE 6 LEGGED.

24: A LARGE UNLIT CAVE, WITH A HIGHLY IRREGULAR FLOOR AND CEILING. THERE IS A LARGE POOL OF BUBBLING BLACK LIQUID COVERING THE LOWER FLOOR TO A DEPTH OF 12', A SHAFT IN THE CAVE'S CEILING (FROM 14) AND A TUNNEL FROM 19 OPENING 3' ABOVE THE CAVE FLOOR. THE POOL IS AN ACCUMULATION OF CHEMICAL AND BIOLOGICAL WASTES WHICH HAVE METAMORPHOSED INTO A SEMI-LIVING FLUID:

AC4, NON-MOVING, 100HTK, ATTACKS AS 15D8 MONSTER, 8 ATTACKS 2-8 + ACID BURNS 1-6. TAKES ONLY HALF DAMAGE FROM HEAT, COLD, AND ATTACKS WITH EDGED WEAPONS. IMMUNE TO ALL FORMS OF MENTAL ATTACKS. IT IS NON-INTELLIGENT AND SENSES ITS VICTIMS BY AIR AND GROUND VIBRATIONS. ITS ATTACKS ARE BLOWS FROM PSEUDOPODS UP TO 100' LONG, 5 HIT POINTS PER 10' OF PSEUDOPOD. SEVERED SECTIONS OF PSEUDOPOD WILL FALL TO THE GROUND AND FORM SMALL POOLS OR FLOW BACK TO THE MAIN BODY. SMALL POOLS ATTACK WITH APPROPRIATE FEROCITY AND DO APPROPRIATE DAMAGE TO A MONSTER OF THEIR HIT POINTS AND SIZE.

AT THE BOTTOM OF THE POOL IS AN ASSORTMENT OF SCRAP METAL PLUS TWO GOLD BARS (73 GP EACH) AND SIX SMALL EMERALDS (40 GP EACH), ALL OF WHICH HAVE FALLEN OR BEEN THROWN DOWN THE SHAFT FROM 14 AND BOUNCED INTO THE POOL. UNDER THE SHAFT ITSELF IS A HEAP OF RUBBLE AND SCRAP ON TOP OF WHICH IS A HUMAN SKELETON COVERED IN MILDEW AND SHOWING SIGNS OF DISSECTION AND OF A FALL. AROUND THIS SKELETON'S WRIST IS A MYSTERIOUS BRACELET WITH A BULBOUS DISC AND A TRANSPARENT WINDOW DISPLAYING STRANGE SYMBOLS WHICH CHANGE AT REGULAR INTERVALS. THERE ARE TWO STUDS ON THIS DISC'S RIM, ONE CHANGING THE SYMBOLS SHOWN AND THE OTHER CAUSING IT TO EMIT A FAINT LIGHT.

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25: A TEMPLE. MOST RALKANS ARE ATHEISTIC LAWFUL EVIL BEINGS, BUT A FEW TEND TOWARDS CHAOS AND INSANITY AND MAY EVEN WORSHIP VARIOUS DEITIES. NORMAL RALKANS REGARD THIS BEHAVIOR AS DANGEROUS DEVIATION AND WORSHIPPERS ARE STERILISED AND BRAINWASHED IF CAUGHT WHILE CLERICS ARE INSTANTLY KILLED. THE CAVE FLOOR IS LEVEL AND THERE IS A CIRCLE OF BLACK BASALT BLOCKS 3'X8'X2' AROUND A 30' DEEP FIRE PIT. NEXT TO THE FIRE PIT IS ANOTHER BASALT SLAB BEARING A SILVER *UNHOLY SYMBOL* (175 GP) AND A YOUNG (1D8 4 HTK) RALKAN WHICH IS DRUGGED AND UNCONSCIOUS. 3 RALKAN 'PRIESTS', 12, 18, AND 22 HTK, USING SPELLS AND FIGHTING AS LVL 5, LVL 5, AND LVL 7 CLERICS, WEARING VESTMENTS OF FLAYED SKIN AND CARRYING POISONED KNIVES AND MACES, ATTEND THIS VICTIM WHILE 11 WORSHIPPERS 12, 13, 9, 17, 9, 10, 9, 18, 15, 15, 16 HTK CHANT (ULTRASONICALLY) AND WAVE MORE SACRIFICIAL KNIVES AND SPEARS.

THESE RALKANS WORSHIP THE DEITIES OF THE CTHULU MYTHOS (*DEITIES & DEMIGODS*) IN ONE OF THEIR MANY FORMS. THE CURRENT SACRIFICE IS TO CTHULU ITSELF. THERE IS A SECRET NICHE IN THE SIDE OF THE SACRIFICIAL SLAB HOLDING A ROLLED SCROLL IN RALKAN LETTERS, A RALKAN VERSION OF THE NECRONOMICON.

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

26: THIS CAVE IS OCCUPIED BY THREE ARMED RALKANS, FANATICAL CTHULU WORSHIPPERS WHO GUARD THE TEMPLE. THEY ARE OF 18, 20, 14 HTK AND ARMED WITH PORTABLE FLAME RODS, ALL FULLY CHARGED, AND EXPLOSIVE GRENADES (2 EACH). THERE ARE THREE EXITS FROM THIS CAVE. (A) RUNS 2 MILES BEFORE TERMINATING IN A SLOWLY TAPERING TUNNEL. (B) RUNS ¾ OF A MILE THEN 1 MILE SOUTH EAST, TERMINATING AS A 4' DIAMETER HOLE IN THE SIDE OF A CREVICE IN THE RALKAN SURFACE. (C) RISES STEEPLY AND EMERGES AS A 3' WIDE HOLE AT THE BASE OF THE CLIFF NEAR THE SOUTH EAST CORNER OF THE LOWER PLATEAU. THIS ENTRANCE IS BLOCKED BY A PIVOTED STONE SLAB AND IS USED BY THE CTHULU WORSHIPPERS, WHO CAREFULLY ERASE ALL TRACKS IN THE TUNNEL. THE WIND OUTSIDE THE TUNNEL SWIFTLY OBLITERATES ANY TRACKS IN THE DESERT SAND.

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

Dear *WD*,

Marcus Rowland's *DM's Guide to the Galaxy* was useful, thought provoking and well thought out. However, one or two points are worth making. Firstly, his idea of an inverse cube law gravity can be attacked on the grounds that orbits defined under such laws are unstable, so that planets would all too easily be sent spiralling into their suns – in fact, friction with the prevalent interplanetary atmosphere that Marcus describes would do the job.

Secondly, Marcus misses out the most reasonable form of travel in an air-filled universe; tame rocs and dragons.

Thirdly, long journeys through 'normal' space seems tedious; might we not prefer to take short cuts through the *Ethereal* or *Astral Planes*?

Finally, there is the crucial point that the universe postulated by medieval and pre-industrial mysticism – the universe of magic – is very different from our own. Planets and stars are mounted on crystal spheres, driven by complex divine mechanisms; or perhaps the world is as in Fritz Leiber's *Fafhrd and the Grey Mouser* books – a hollow sphere, a bubble rising in the waters of eternity, with the stars simple atmospheric phenomena on the seas overhead. If such theories are true, travel to other worlds becomes a matter of discovering routes through the mechanism, or swimming through the waters – or whatever is appropriate, given the DMs version of the truth. Even if we demand some 'scientific' justification of such views, we may be able to find it; try reading Larry Niven's piece *Bigger than Worlds*, in his collection *A Hole in Space*, for a catalogue of possibilities.

I hope that this brief comment will be of some interest to people, and also that it will send readers back to Marcus Rowland's highly stimulating article.

Here's to sailing over the edge of the world!

Yours,
Phil Masters, Herts.

Dear *WD*,

I would just like to remind readers of a little-used way of making their dungeons interesting. I have played *D&D* under several DMs and have always wondered why they made all their passages 10' wide, or multiples thereof. This phenomenon seems to be standard throughout the *D&D* world, if the dimensions of the gelatinous cube are anything to go by.

I am of the 'realistic' school of *D&D* players, and I devoted some time to thinking about this, deciding that it is unjustifiable. With this in mind, I designed a mini-dungeon, the widest passage of which was 6'. The rooms were correspondingly small. There is nothing remarkable about this in itself, but the effect on the party was quite amusing: there was no missile fire; the 10' pole was abandoned after some rapid trigonometry at the first corner of a 4' section of passage: the adventurers also had to devote considerably more attention than usual to such considerations as order of march, and where the lantern was.

After the game, I was told that it was the most interesting dungeon that the players had explored as there had been more factors to consider than combat and puzzles and traps.

I do not claim any authorship for the idea, there must be many DMs who have tried similar ideas; I do, however, think that many DMs need reminding that there is more to a dungeon than monsters and magic.

Yours sincerely,
Michael Wilkinson, Nottingham.

Dear *WD*,

It strikes me that in most Fantasy Role-playing magazines at present, there are countless 'new system' role-games being reviewed. What I find myself objecting to is the fact that most reviews say 'should make an interesting change from *D&D*'. Surely someone can get as much as he can from one particular game system, adapting and rule-changing as he goes.

There is also a feeling among fellow *D&D* players and I think generally in the *D&D* world, that in order to get anywhere in gaming you must own all the supplements, have all the miniature figures and you must get all the back issues of magazines that have the slightest thing to do with *D&D*. It is this 'esteem of possession' that game manufacturers can cajole you with, so beware; but you know more than you think you do. How this relates to my first point, of new fantasy role-playing systems, is that whatever system you play, you needn't swap for a bigger and more expensive one, but adapt and change the one you already have, how you want to. Otherwise you can fall prey to the 'big business' gaming companies and spend all your money without improving your game your way one morsel. For example, my friend and I once got on perfectly well with one (cheaper) games system, until we bought *D&D*. From then on it was *Monster Manual, Players Handbook, DMs Guide* and so on, all costing extortionate prices – had we improved gaming? – only marginally. A few days ago we played the first system again and reached a conclusion: it's not so much the system you play, or even anything to do with realism or non-realism, but with how you role play as an individual in any role-game environment. It is the role-playing (I think) of your game that should be tops, not the system by which you play (surely this is what you play to escape from). However, this is my opinion, not everyone's, and it would be interesting to hear what other people think.

Yours sincerely,
Simon Miller, Devon.

Dear *WD*,

Much as I enjoy the *Fiend Factory* monsters, I feel that the format leaves a lot to be desired. I realise that in the interests of conserving space, the omission of such things as *Frequency* and *% In Lair* is justifiable. However, if a monster has an exceptional magic resistance or psionic ability, surely it would be better to record this in the summary at the beginning rather than hide it in the description. Also most monsters have at least one special defence, and I feel that this should be included in the standard summary format.

What I really can't understand, though, is why you consider the monstermark to be so essential. Yes, I know that it's a very clever and accurate way of rating the monster's overall power, but who needs such scoring to two decimal places? I would instead suggest the use of the xp value, calculated fairly simply from the *Dungeon Master's Guide*. The xp value would give a sufficiently accurate power rating, and would also considerably aid the DM in lessening essential preparatory work. Please swallow your pride, and abandon the monstermark.

Criticism aside, I must applaud the idea of integrating the monsters into a mini-scenario as in *WD21, WD23* and *WD25*.

Yours gratefully,
David Hulks, St. Albans.

Dear *WD*,

I would like to make a small complaint about the cost of sending a letter to you.

For starters I would like to complain about the variety of different stamps you need; one moment it is sp the next it's Cr. This is all really very confusing.

Secondly, people from this time and planet have serious problems trying to get these stamps (nearest place for Cr stamps is Alpha Centauri regional post office, and the last time I could get sp was SR 62).

Thirdly, do you realize what you can get for 5sp? A very good pint of mead, 5 pints of ale or even 16 chickens.

Yours,
Fang McFang, Aizir Llor.

MAGIC ITEMS

Treasure Chest *is a regular feature devoted to readers ideas for* D&D. *This issue, some new magic items . . .*

WEBBING DEVICES
by Roger E Moore

There are several types of magical items that can produce *webs* similar to the second-level magic-user spell *web*; these items prove very useful in capturing opponents without causing them physical damage. Use of some of these items may be hazardous, however.

The *Wand of the Spider* may be used only by magic-users. It generates *web* spells as if cast by a sixth level magic-user. The *webs* will last 12 turns, and have a 3" range. It may be recharged.

Web Capsules are small, 2" diameter spheres that are usually white in colour. When thrown at an opponent or solid surface there is a 95% chance that a capsule will burst, forming a 10' diameter sphere of sticky webs that will last for 6 turns. Escape for any creature caught in these webs is the same as for escaping from a *web* spell. The tables on p64 of the *Dungeon Master's Guide* should be used (Grenade-Like Missiles). Any person carrying *Web Capsules* who also takes a fall has a risk of bursting the capsules when he or she hits bottom; there is a 20% chance of a capsule exploding per 10' of distance fallen.

Wrist Spinnerettes are rare devices that fit onto a person's wrist just below the palm. Only fighters, thieves, and assassins may make use of them. A *Wrist Spinnerette* is activated by uttering a command word. The user may command the *Spinnerette* to generate a *web* similar to one cast by a sixth-level magician in range, duration, and area of effect, or may fire a single rope-like strand some 60' in length that is non-adhesive except on the end of the strand. The tip of the strand will adhere to any surface (except utterly frictionless ones) 95% of the time, and will hold for one hour. The strand will support up to 6000 gp weight before it snaps. This latter use of the *Spinnerette* is handy when the wearer is trapped in a pit, has to climb a sheer cliff or wall, or needs a temporary swing to cross a chasm. It should be noted that if the 5% chance of the tip of the strand not being fully adhesive occurs, this will not become immediately apparent to the user until he/she has climbed half-way up the length of the strand, swung half-way across the chasm, or so forth. At that point the tip of the strand will pull loose and the climber(s) will fall. *Spinnerettes* have 20 charges each and cannot be recharged. Each charge may be used either as a *web* or climbing strand.

All *webs* generated by any of the above devices are highly flammable, as with any normal *web*. See the spell *web* (*Player's Handbook,* p72) for details.

BOOTS OF ADHESION
by Roger E Moore

These magical boots are enchanted to grip any surface firmly, even slick and frictionless ones, to permit normal movement. At a special word of command, these boots will automatically lock in place to prevent the wearer from falling. A second word of command allows the wearer to walk up the sides of walls and across ceilings without falling off. The boots obey only the wearer's commands, so an enemy cannot command a character's *Boots of Adhesion* to lock in place and prevent the character's escape. The boots will not stick to any living material.

JECKYLL'S POTION
by Andrew King

This vile blackish-purple potion fumes and bubbles, is vaporous and has a burning and bilious flavour. When drunk it causes the suppressed side of the drinker's character to temporarily gain control. This causes an alignment change for the duration of the potion's effect. Thus a Chaotic Good person would become Lawful Evil and a Lawful Good person would become Chaotic Evil. Neutral persons will become insane for the duration of effect, due to the conflict between the different sides of their character. Lycanthropes will be forced to adopt their wereform. This potion is the ruin of any paladin fully affected by it, as he will probably lose his status. In special cases which might excuse him (ignorance of the potion's effects is *not* sufficient), the paladin might be let off with a couple of major quests. Similarly, other aligned characters (rangers, clerics, black priests, etc) will have to heavily atone for their actions. However, due to their fanaticism, highly aligned characters are better able to fight the potion's effect, and should be allowed a saving throw. If the throw is made, treat the victim as though he were neutral, and he will not have to atone for his actions.

The potion will come into effect 5-8 rounds after it is drunk, during which time the drinker will feel increasingly disorientated, and its effects will last for 4-7 turns, at the end of which time the character will again be disorientated for 5-8 rounds. Each time a dose of *Jeckyll's Potion* is consumed, there is a 5% cumulative chance that it's effects will be permanent.

The special ingredients needed to make this potion are the crushed brains of an empipath (*WD19*), a were-creature (killed in were-form), and a moonstone.

A special variant exists as a gas, which is always kept at high pressure in tightly sealed vials. When the vial is unstoppered, the gas will pour out effecting everybody in a 3" radius. This can be fun when opened by a Lawful Good party!

BOOTS OF STRIKING
by John S Davies

These items of magical footwear will have no effect on magic-users or clerics. If worn by a fighter or thief there is a 50% chance each time the wearer fights that they will cause the wearer to drop his/her weapons and fight by kicking, doing damage equal to a second level monk. After this has happened for the first time, the boots can only be removed by a *remove curse* spell. The class that will benefit from wearing these boots are monks. When worn by a monk they increase movement rate by 1" per turn, and allow the monk an extra attack every other round. Thus a first level monk will gain 3 attacks every 2 rounds, while those monks with 5 attacks every 4 rounds would gain 1 attack on the first round, 2 on the second, 1 on the third and 3 on the fourth, and so on. When found these boots will appear as shapeless, low, leather boots, and when put on they will adjust to fit like a second skin.

THE SEA SWORD
by Georgia S Moore

This is a magical weapon that may be any one of the different varieties of swords listed in the magical swords table in the *DMG* (ie, longsword, broadsword, shortsword, etc). Intelligence, ego, and special abilities are determined as for any other magical sword. When first grasped in the open air, this sword will seem to be very unbalanced and will strike to hit with a -3 penalty. However, when used underwater it may be wielded with ease as a normal sword could not; it will strike with a +3 bonus to hit and the user will gain a +1 on initiative rolls against any underwater opponents. The sword does not confer the ability to breathe or move through water upon the owner. If made of metal, the sword will not rust under any circumstances.

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore.*

First, the *Fiend Factory Poll*; as happened last time, several readers have also sent in their votes for the *worst* five monsters to have appeared in *White Dwarf* so we are extending the deadline to enable others to vote. The *Fiend Factory Poll* is now for the best five and worst five new monsters to have appeared in *White Dwarf*, either in *Fiend Factory* or elsewhere in the magazine (eg in a scenario). Please send your votes to: *Fiend Factory Poll*, White Dwarf, 27–29 Sunbeam Road, Park Royal, London NW10 to arrive not later than January 8th 1982.

This issue I have selected some creatures of differing types: a non-combative plant, an 'atmosphere' monster, a special, a tribal monster and a legendary-type monster, but they do have one thing in common — they all come. . .

OUT of the WOODS

THE WHISPERING TONGUES

by Simon Miller

These plants can be found wild in woods and forests where they act as the eyes and ears of the woodland creatures, telepathing news of any intruders. They can easily be grown as pot plants and are often placed conveniently as a precaution against intruders above or below ground. However, they can only be without natural light for 2 days at the most, after which they must be placed in daylight for at least a week.

They make excellent spies as any action or talking in their 'sight' or 'earshot' can be reported telepathically to their owner.

A plant can be employed by anyone with psionic power, or with one of the various magical *true seeing* devices with whom it will communicate in an easily understood universal symbolic tongue. As payment, the plant must be fed a special humus known only to alchemists otherwise a plant will accept service but will give false alarms or no warning when it should. The plant knows no allegiance and can be taken over by someone else. This is why it is also known as 'slaytooth', 'slippertongue' or 'the betraying plant'.

When communicating, the leaves rustle as though a gentle breeze were blowing through the plant. The communication is telepathic but only within a 30" radius beyond which the plant's psi-waves cannot travel, nor can they pass through lead.

DRIVER ANT

by Albie Fiore

No. Appearing:	**1 army**
Armour Class:	**See below**
Movement:	**6"**
Hit Dice:	**See below**
Treasure:	**Nil**
Attack:	**See below**
Alignment:	**Neutral**
Intelligence:	**Animal**
Monstermark:	**29,473 (level XII in 12 levels)**

These 1"–2" long ants are voracious foragers, marauding in vast armies of about 20 million. (One army is treated as a single monster.) Fortunately, they are very rarely encountered, and then only in tropical, and near- and sub-tropical forests, savanna and scrublands. When encountered, there is a 33% chance that they have camped and are foraging or a 67% chance that they are simply passing through in a 2' (or so) wide column. In either case, their presence is preceded by encounters with various creatures escaping them. Wandering monsters are thus encountered at +1 on the encounter roll for each ½ mile under 3 miles that the ants are distant. Only small creatures will be fleeing in panic, and only if the ants are foraging. Man-sized and larger will simply be making their way out of the army's path.

When the ants forage, they cover an area of 8,000 sq. yards (150' radius) around their camp, though sometimes (20%), they forage as a 100 yard wide column in a line from the camp. When foraging, anything will be attacked. In combat, a hit indicates that the victim has been surrounded and will then take 1–6 hits per melee round until he leaves the foraging area. When the ants attack, they do so as an 8 hit-dice monster and the victim's armour is ignored.

Attacks on the ants are always successful but are delivered by area — eg if the ants are crushed by a shield of area 1 sq. yard, then 1 sq. yard of ants has been killed. The army can take 8,000 such hits!

The army will cross small streams, large streams 95%, small rivers 80%, and large (50 yards wide or more) rivers 70% of the time. They will be washed some distance downstream depending on the flow.

The ants only forage when the queen is laying eggs — the reason the camp is set up. The queen will be concealed in an underground nest at the centre of the foraging area, or, if they have foraged in a column, at the rear of the column. The nest must be located as if a secret door. If the queen is killed, the ants will mill in confusion for 2 turns before resuming their foraging.

If not foraging, the ants will not attack. If the queen is attacked, however, they will form a foraging area around the queen and attack.

When they are foraging, beasts of animal intelligence or less (horses, mules, etc) will be difficult to control and will be liable to bolt if given the opportunity.

BIRCH SPIRIT

by C N Cartmell

No. Appearing:	**1–4**
Armour Class:	**2**
Movement:	**6"**
Hit Dice:	**8d8**
Treasure:	**B (under tree)**
Attack:	**2 hands for 1d8 + special**
Alignment:	**Evil (neutral)**
Intelligence:	**High**
Monstermark:	**1026 (level XI in 12 levels)**

The birch spirit is the soul of a murdered dryad. It detests all humanoid life whom it blames for its death. Each spirit is linked to one particular birch tree from which it may never move more than 3". Since it is thus always in its lair, it cannot be turned by a cleric, but can be dispelled by one of 12th level or higher. The spirit and its tree are immune to fire or cold based attacks but take double damage from lightning.

Appearing as a 15' tall, spectral, tree-like humanoid with extremely long twig-like fingers, it attacks all non-magically armoured targets as if they were AC10; can only be hit by magic weapons; and has a magic resistance of 10%. In combat, if the spirit scores 5 or more over what it needs to hit, it has clutched its victim's heart with its spectral hands. The victim will then collapse for 1–4 rounds and for each round unconscious will age by 10% of his initial age. Also, for each round unconsc-

ious, the victim loses 1 hit point per hit die permanently. If the damage accrued by this exceeds the victim's total, he will die and be *unraisable* by any means. If the victim survives, he may regain the hit points by use of full *wishes* at a rate of 1 *wish* per hit point per hit die (ie if the victim had lost 3 points per hit die, 3 *wishes* would be necessary). If the victim were wearing a *Scarab of Protection*, it would negate this attack at the expense of one charge.

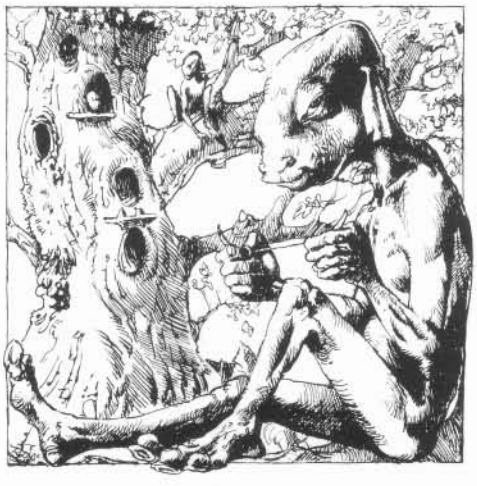
If the spirit drops below 0 hit points, it will flee into its tree where it will regenerate at the rate of 1 hit point per turn. During this time, it and its tree are defenceless. If the tree is destroyed, the spirit is killed forever.

CHAMELIAD

by R D Bowes

No. Appearing:	**1–100**
Armour Class:	**4**
Movement:	**15"**
Hit Dice:	**3d8**
Treasure:	**D**
Attack:	**Two 1d4 claws**
Alignment:	**Neutral**
Intelligence:	**Very**
Monstermark:	**53 (level IV in 12 levels)**

Chameliad tribes dwell in forests in well-constructed, camouflaged tree-houses or subterranean caverns. The natural colour of the tree-dwellers is green, while the cave-dwellers are grey. They are extremely agile



and can climb any surface with no chance of slipping due to the natural suction pads on their palms and feet. A chameliad can alter its colour to match its surroundings making it difficult to detect (85% 'hide' and move silently), enabling it to surprise 80% of the time, and giving its opponent in combat a penalty of -4 to hit.

They live in groups of 10–100. If 20 or more are encountered, one will be a leader-type (5d8) who the others will consult before any group action. In any tribe, there will also be 2–3 hunters, the only chameliads to use a weapon – a wire garotte. The camouflaged hunters sneak up from behind and attempt to garotte their victim, striking at +4, but alerting the victim if they miss. The hunters' main prey is the hated goblin. Apart from goblins, chameliads interfere little in the affairs of others, being content only to observe. If, however, one of the tribe is killed in malice, the rest of the tribe form a death pact and will seek retribution on the killer or perish in the attempt.

BLACK UNICORN

by Alan and Anthony Howcroft

No. Appearing:	**1**
Armour Class:	**-2**
Movement:	**40"**
Hit Dice:	**11d8 + 11**
Treasure:	**U (x2), S, T**
Attack:	**2 hooves, 1d8 each; 2 strikes with horn, 2d8 per strike + special**
Alignment:	**Chaotic good**
Intelligence:	**High**
Monstermark:	**7051 (level XII in 12 levels)**

These large, fierce creatures are jet-black except for their long, smooth, ivory-white horn. They are highly agile, have a powerful frame and present a truly fearsome and formidable sight.

Dwelling in thickly forested mountainous regions far from human habitation, they are capable of covering even the most treacherous terrain with incredible speed (25"), jumping distances up to 3" forward, 1½" vertically and negotiating exceptionally steep rock faces. They often guard long abandoned, lost or legendary places. Although they shun human contact, lawful or chaotic good elves, half-elves and humans with a 17 or 18 charisma may charm and use them as steeds (female: 18 charisma – 85%; 17 – 50%; male: 18 charisma – 55%; 17 – 20%). They are unaffected by *charm* spells – see below. The charmed unicorn may only be ridden if both rider and unicorn believe the cause to be good. The charm is dissolved once the unicorn has been dismounted at the completion of the journey. For each successful charm, the charmer gains +5% on any future attempt to charm that unicorn (95% maximum). For each unsuccessful charm, 10% is deducted. If any person makes a successful charm, the unicorn will bear a maximum of 3 nominated riders, unless they are evil.

A black unicorn will refuse to enter any dungeon containing humans or humanoids.

Unicorns only attack if provoked, if they believe their opponent(s) to be generally evil, or if their lair or place they guard is entered. When a black unicorn is about to fight, a wave of *fear* ripples out (11" radius). All characters must save vs spells or be affected as for the spell for 11 melee rounds. Characters of 8th level or higher save at +4.

Anyone hit by the unicorn's horn in combat must save vs *paralysation* or be inflicted with a *paralysis* that will be fatal to characters of 7th level or less within 1–4 turns, and to 8th or higher characters in 6–24 turns. On the 1st melee round, the unicorn *charges* into combat; it cannot strike with its hooves and can only strike once with its horn but does so at +4 and for double damage – the victim, if hit, must save *twice* vs *paralyzation*.

Black unicorns are immune to poison, can sense the approach of an enemy from 40", and surprise opponents 7 out of 8 times. They are totally immune to all magic, having a continual 10' radius *anti-magic shell*, even when asleep. The *shell* will also protect any riders.

Three times per day, a black unicorn can *dimension door* to appear up to 60" away from its former position. This ability may also be used whilst it carries riders.

They speak unicorn but can understand common, dryad, elvish and centaur.

The horn of the black unicorn, when crushed and mixed with holy water is a soverign remedy for all diseases and a cure for poison. Female magic-users can also use the horn as an ingredient for a *philter of love* with permanent effects. Just below the horn, in the centre of the beast's forehead is a small blue gem which, if taken, can be used as an *anti-magic shell*, activated by concentrating for one segment. The *shell* covers a 10' radius around the gem, lasts for 1 round per experience level of the user and can be used but once per day.

Comments: A record high Monstermark for the driver ants, but they can be used against parties of any level. ■

Games Day

Saturday 26th

This year Games Day was held over a weekend on 26th and 27th September in London. First in the queue to get in was Adrian Brown of Leicester who arrived at 9.30pm on the Friday night! Despite the torrential downpour on the Saturday morning, the attendance was another record breaker with 7,000 people visiting during the two days. Over 40 companies exhibited their new releases, and the gaming tables were packed with dozens of different games.

Visitors from the USA included guest of honour Marc Miller of GDW who gave seminars on Basic and Advanced Traveller, and also Mike Stackpole and Liz Danforth from Flying Buffalo who ran games of T&T all weekend. The competitions were fiercely contested and some of the winners were: Battlecars – Chris Smith; Apocalypse – R Edgar; D&D – Martin Croft; Traveller – Brendan Hardy; Swashbuckler – Peter Garner; Dr Who – Jonathan Crane; Escape from Colditz – Michael Brown; Starfleet Battles – Michael Wigley; SF Skirmish – Mark Robinson; Fastest Cube (in 23.6 seconds) – Nick Hammond; Earth Invaders – M Balgalz and H Newman. The overall winners of the figure painting competition were: 25mm Single Figure – Nick Bibby; 54mm Single Figure – Martin Harrison; Diorama – Jim Groves.

The Games Day awards were voted 'live' for the first time using a computer to count votes keyed in by attendees. Each class had seven nominations which were displayed on the screen, and the results (as shown) were printed out at 4.00pm on Sunday.

Games Day always generates lots of fun and this year saw a commemorative orange signed by all the editors from the zine stand given to Steve Jackson of Games Workshop for reasons known only to a very privileged few. Also a specially designed Games Day game was given away free with copies of Dragonlords, and the infringement of copyright was too amusing to do anything about!

Sunday 27th

BBC television graced Games Day with its cameras to record material for their documentary programme 'Games People Played'.

What will happen at Games Day '82? Will the queue qualify for entry into the Guinness Book of Records? What will the zine editors autograph next? Find out next year.

GAMES DAY AWARDS RESULTS 1981

BEST GAME (Any Type)
1st – *Dungeons & Dragons*
2nd – *Traveller* 3rd – *RuneQuest*

BEST WARGAME
1st – *Diplomacy*
2nd – *Kingmaker* 3rd – *Squad Leader*

BEST SF/F GAME
1st – *Dungeons & Dragons*
2nd – *Traveller* 3rd – *RuneQuest*

BEST ABSTRACT GAME
1st – *Rubik's Cube*
2nd – *Othello* 3rd – *Black Box*

BEST FAMILY GAME
1st – *Monopoly*
2nd – *Cosmic Encounter* 3rd – *Risk*

BEST TABLETOP RULES (Any Period)
1st – *Starfleet Battle Manual*
2nd – *WRG Modern* 3rd – *Spacefarers*

BEST ELECTRONIC GAME
1st – *Battlezone*
2nd – *Asteroids* 3rd – *Galaxian*

BEST NEW GAME
1st – *Ace of Aces*
2nd – *Valley of the Four Winds* 3rd – *Warlock*

BEST GAMES INVENTOR
1st – Gary Gygax
2nd – Greg Stafford 3rd – Marc Miller

BEST GAMES MANUFACTURER
1st – *TSR Hobbies*
2nd – *GDW* 3rd – *Games Workshop*

BEST RANGE HISTORICAL FIGURES
1st – *Citadel: Dark Ages*
2nd – *Citadel: Medieval*
3rd – *Hinchcliffe: Napoleonics*

BEST RANGE SF/F FIGURES
1st – *Citadel: Fantasy Tribes*
2nd – *Citadel: Fantasy Adventurers*
3rd – *Asgard: Fantasy Adventurers*

BEST FIGURES MANUFACTURER
1st – *Citadel*
2nd – *Asgard* 3rd – *Ral Partha*

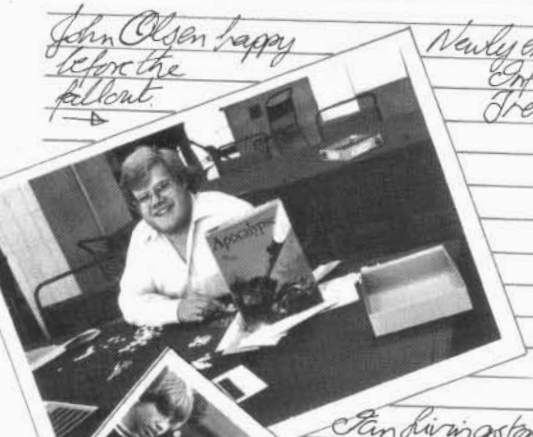
BEST WARGAMES MAGAZINE
1st – *Military Modelling*
2nd – *Fire & Movement* 3rd – *Strategy & Tactics*

BEST SF/F GAMES MAGAZINE
1st – *White Dwarf*
2nd – *The Dragon*
3rd – *The Journal of the Traveller's Aid Society*

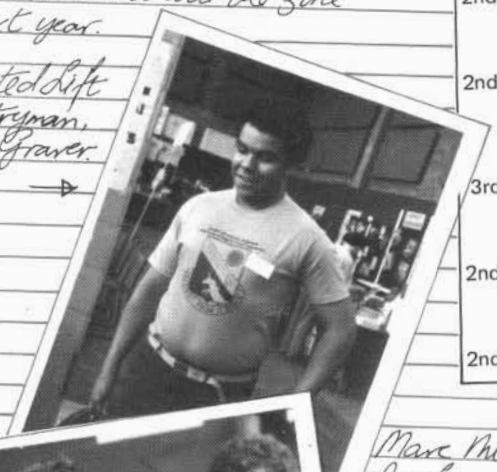
BEST GAMES FANZINE
1st – *The Beholder*
2nd – *DragonLords* 3rd – *The Storm Lord*

BEST GAMES PERSONALITY
1st – Don Turnbull
2nd – Ian Livingstone 3rd – Charles Vasey

John Olsen happy before the fallout.

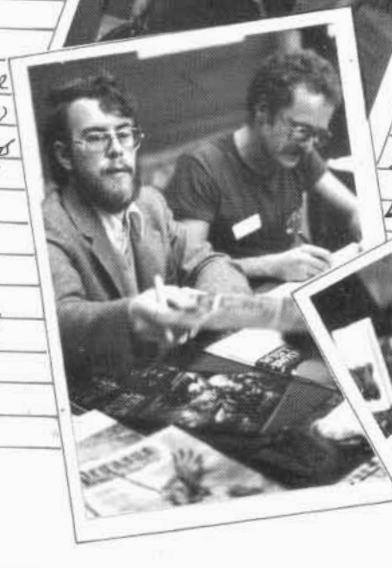


Newly enlisted Lift Infantryman, Trevor Traver.



Ian Livingstone giving his new game Battlecars a test run!

Marc Miller and Ian Livingstone at the sign-in.



Marc Miller talking Traveller.

Photos by Jo Ashton

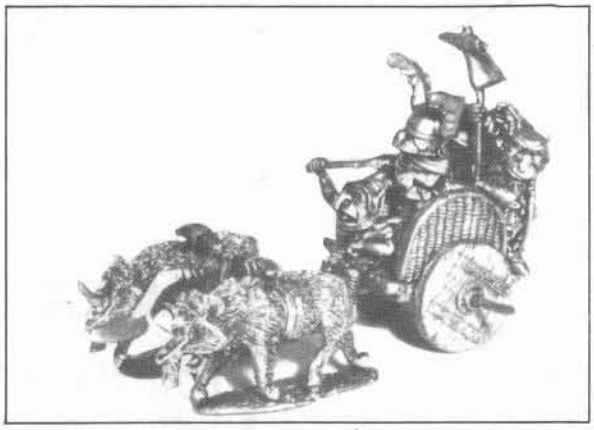
TIRED? LISTLESS?
HAS LIFE LOST ITS THRILLS?
You need *resurrecting.*

MIDGARDIAN

NEWS

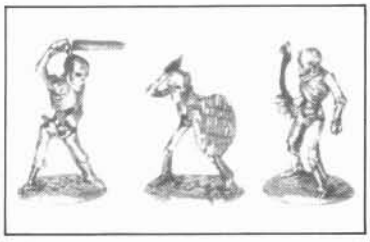
Dungeon Edition 5sp.

GNOLL CHIEFTAIN ARRIVES IN TOWN



Citizens of the capital were witness yesterday to an extraordinary sight as the *Gnoll Chieftain's Chariot with Crew pulled by 2 Giant Boars* (*FTG13*) arrived from *Citadel Miniatures.* The chief was accompanied by Scurf, the mage, Jim Crow, the royal standard bearer and a driver.

Also arriving in town, but less ceremoniously, were a group of rampaging skeletons also fresh from *Citadel's Fantasy Tribes* range. They made no bones about their intentions. As can be seen in our picture, the *Skeleton attacking with Scimitar* (*FTS2*, right), *Skeleton with Axe and Shield* (*FTS11*, centre), and *Skeleton hacking with Sword* (*FTS10*) were not on a peaceful mission.



Vicar and Judge in Hoax

News arrived today that the emperor has died without an heir. Claimants for the throne have filled the castle, but who are the imposters and who the true heir? Among the claimants are a vicar, a judge, a thief, a peasant, a king, and a wizard. But the whole affair would appear to be a *Hoax*, the new game from *Eon Products*.

Those seeking to discover the imposters may wish to consult the *Runes*. This will probably reveal little about the hoax as the *Runes* in question is also a new game from *Eon*, which concerns discovering secret words by logic rather than foretelling the future.

Lost City Found!

A long lost city has been discovered deep in the heart of the latest module from *TSR*. The module, *I1: Dwellers of the Forbidden City*, is an *AD&D* mini-campaign for intermediate level characters.

Judges Guild have also released a swatch of *AD&D* scenarios. *Dragon's Hall* is a new solo dungeon; *Quest for Lara's Tower*, *House on Hangman's Hill*, and *Tower of Indomitable Circumstance* are all straightforward adventures, and *Masters of Mind* is a rules set for psionic combat.

Judges Guild have also released *Break in at Three Kilometer Island*, a *Villains & Vigilantes* adventure.

ZHODANI ALLEGE IMPERIAL INFILTRATION

by our Travelling Correspondent

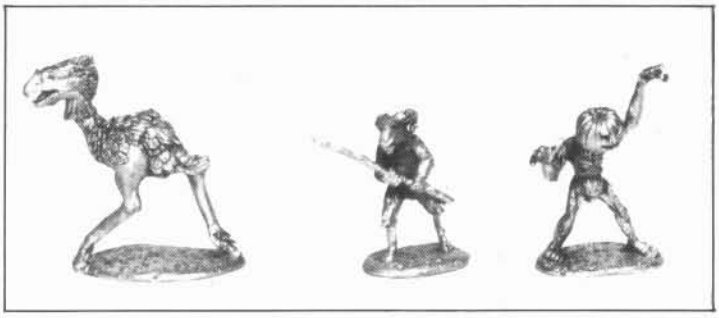
Zhodani sources today claimed that the Imperium were carrying out covert infiltration operations. Jishedreiriashav, the Zhodani spokesperson, stated that the incidents occur in the latest *Traveller* adventure (No. 6), *Expedition to Zhodane*, in which Imperial adventurers equipped with a personality overlay device infiltrate a Zhodani base. Imperial sources denied the allegation, but added that the adventure would be available in the near future.

Available now from the Imperial archives is *Invasion: Earth*, a re-enactment of the final battle of the Solomani Rim War. Both these items are published by the Imperial Stationary Office — *Games Designers' Workshop.*

News has also come in of a proposed commando raid in the Gateway Quadrant. This is to take place in *Judges Guild's* new adventure, *Amycus Probe*. The adventure is part of *JG's* Gateway Quadrant Campaign, as are their other new releases — *Crucis Margin*, a new sector, and *Ghostring*, a detailed planet complete with a native race and one major scenario plus additional variants. All these items are approved for use with *Traveller.*

CASTING OF THE RUNES

Citadel Miniatures will be casting the *Official RuneQuest Figures* in the UK for release some time in the new year. Although the figures are not yet available, we have managed to get a sneak preview of some of the production masters of the range sculpted by the Perry twins, Michael and Alan. Shown here are a *Demi-Bird, Broo* and *Bugbear.*



WHITE DWARF

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See page 36 for details

CALLING ALL CTHULHUS

New horrors are stalking the world of fantasy gaming. *Chaosium's Call of Cthulhu* brings to life the horror-fantasy writings of H. P. Lovecraft in a new role-playing game. The two-book rules set provides all the spine-chilling details plus two new characteristics — education and sanity!

NEW WORLDS

Other new role-playing worlds to be explored are *Thieves' World* from *Chaosium*, and *Heroes of Olympus* from *Task Force Games. Thieves' World* is a scenario pack usable with all the best role-playing systems. Based on the popular novels *Thieves' World* and *Tales from the Vulgar Unicorn*, it brings the city of Sanctuary to life for all adventurers. *Heroes of Olympus* is a role-playing come board game featuring the heroes and villains of Greek mythology.

D&D Adventure Raises Treasure

The Fantasy Role-Players Society at Altrincham Grammar School for Boys — Ian Livingstone's old school — raised £150 for charity by staging a sponsored game of *Dungeons & Dragons*. The game lasted for 36 hours. Survivors presented their treasure to the National Spastic Society.

BACK TO ORIGINS

Origins '82 — the US National Adventure Gaming Convention — returns to its birthplace, Baltimore. It will take place on July 23-25.

FINGERS DOES THE WALKING

Finieous Fingers, the well-known thief and chicken, has left his home in *The Dragon* and taken up residence in *Adventure Gaming*, the new hobby gaming magazine edited by Tim Kask, former editor of *The Dragon*. *Adventure Gaming* is published by *Manzakk Publ. Inc.*

NEXT ISSUE

Coming in the next issue of *White Dwarf* magazine, will be: *Weed War* — a *Traveller* mini-scenario; *This is, of course, quite Impossible* — concerning time-travel in *D&D*; and *The Town Planner* — a new series on the planning of a quasi-medieval economy and town settings for campaigns.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

For Sale
Mint *Dragon* issues 1-8 inc. *Strategic Reviews* — all 7. Serious offers: S Elsen, 25 Oakdene Park, London N31 EU. SAE for non-rarities.

Quests for Adventurers
A new collection of three exciting scenarios adaptable for any role-playing system. May be used together as a campaign. Available from your local games shop or direct, post free at £2.25, from *Draken Games,* 'Entwood', Station Road, Dersingham, Norfolk, PE31 6PR.

Bleeeaaauugghhh!!!
Yes friends, that familiar sound reminds you that *DragonLords 8* has now burst onto an unsuspecting world. Take a chance: send 60p to Marc Gascoigne, 53 St Matthew's Parade, Kingsley, Northampton.

Congratulations!
'Very enjoyable', 'I'm most impressed', Really good 'zine', 'Presentation excellent; Refreshingly different approach': Just a few of the comments received about *Quasits & Quasars,* the 36pp fanzine to beat all fanzines. *AD&D,* dungeons, monsters, etc plus *Traveller, RuneQuest, T&T, Gangster!* and others. Issues 1-3 available from J Hulks, 54 Slimmons Drive, St Albans, Herts, at 60p each (post paid).

Wyrms Claw
The source of new ideas and perspectives for all FRP people. Issue 7 out now, some back copies available. With reviews, scenarios and articles at 60p+15p p&p, or £4 annual sub — can you afford to miss it? 37 Fanshawe Crescent, Hornchurch, Essex RM11 2DD.

Exeter University Wargames Society Convention
The Society will be hosting a two day Convention over the last weekend of January next year (30th/31st Jan 1982) and we wish to extend a cordial invitation to one-and-all to attend. Programme events will include lots of FRP'ing, table-top battles and board-games of all shapes and sizes; if you'd like to come along, drop us a line to the address below, giving a rough idea of numbers and interests, and we'll send you the details. Write to: EUWS c/o Jerry West, Cornwall House, St German's Rd, Exeter, Devon, EX4 6TG.

Cut-Price Card Games for Christmas
4-up, Blackfeet/Starships, Classic & children's playtime card games at 1/5 to 1/3 discount. Send SAE for full details to: Dave & Val Sutton, Toys Games & Hobbies, 90 The Mount, Coventry, CV3 5HH.

For Sale
Darkover (£6), *Odysseus* (£2), *White Dwarf* 5, 10 and 11 (£5). Write to N Middleton, Camway Cottage, Temple Cloud, Avon.

Twinworld
A brand new fanzine with 40 pages of *AD&D* and *Traveller* in A4 format. Issue one is packed with features including two adventures in *AD&D* and 'The Psi-I backers'; a *Traveller* scenario . . . Rush 55p to: Twinworld, c/o Mike Straaten, 180 Edwin Rd, Rainham, Kent ME8 0AH.

CLUBS

NOTTINGHAM
Valhalla Wargames
Games: *D&D, War of the Ring.*
Time: As arranged.
Place: Members' houses.
Comments: Ages 12-18. Experienced DM needed.
Contact: Allan Toombs, 82 Repton Rd, West Bridgford, Nottingham NG2 7EL. Tel: Notts 231815.

BRIGHTON
Brighton Wargames Club
Games: *D&D* and *Traveller.*
Time: Every Sunday afternoon.
Contact: A M Wood, 6 Monk Close, Coldean, Brighton, East Sussex BN1 9AH.

ANYWHERE
The Blue Regiment of the London Trained Bands (part of the Roundhead forces of the Sealed Knot English Civil War re-enactment society) are looking for recruits anywhere in the country. Interested? Please contact: Steve Payne, 98 Suffolk Road, Barking, Essex.

TUNBRIDGE WELLS
Dark Tower Society
Games: *D&D, Traveller, Mythology, Apocalypse* and others.
Time: Every Saturday at 2 pm.
Contact: Colin Pennington, 34 Stanley Road, Tunbridge Wells. Tel: T W 20645.

SOUTH CROYDON
S Croydon AD&D Association
Games: *AD&D* (some boardgames).
Time: Sundays 2-7 pm.
Place: Members' houses.
Comments: All welcome in Coulsdon, Purley, and S Croydon areas.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D St Albans
New DM (aged 17) wishes to start a *World of Greyhawk* campaign, but needs players. Role-playing experience preferred, but even if you just want to say 'Hello!' please phone St Albans 39739 and ask for Dave.

Help!
13 yr old wants to know if there is anyone in Greece to play *AD&D, Traveller,* or play by mail — anything. How about exchanging game ideas. Waleed Harzburn, 14b Dionisou, Kifisia, Athens, Greece.

AD&D Lewisham
Beginner to *AD&D* wishes to contact players to form a specifically *AD&D* and fantasy wargaming club in the Lewisham area; Contact: Michael Sullivan, 43 Veda Rd, Ladywell, Lewisham SE13 7JQ. Tel: 01-690 0914.

AD&D Walsall
Experienced *AD&D* player, some DMing in urgent need of opponents in the Walsall area. Hope to form some sort of club if enough interest. Other forms of wargaming welcome (esp board wargaming). Contact: Mike Homer, 45 Cameron Rd, Walsall WS4 2ET.

Help
13 yr old *D&D* player would like to get in contact with players or clubs, willing to play other fantasy or SF games. Contact: Richard Nunn, 112 Woodville Rd, New Barnet, Herts. Tel: 01-440 4352.

Help
AD&D, Traveller etc. Players wanted in Melton Mowbray area. Ages 12-18? Interest in Middle Earth advantageous. Andrew Wells, The Homestead, Burton Road, Melton Mowbray, Leics.

Dragonquest Colwyn
Adventurers of both sexes needed to start a *Dragonquest* gaming group aged from 15-20. Contact: Colin Wilson, 17 Llanelian Rd, Old Colwyn, Clwyd, LL29 9UH. Tel: 0492 55503 (evenings). Greenhorns and novices gladly welcome. No experience required.

F/SF RP Games Loughborough/Nottingham
Is there life here in the wilderness? Recently returned to the area, I seek F/SF campaigns to join. Contact: Chris Payne, 10 Angrave Road, East Leake, Loughborough Leics, LE12 6JA. Tel: East Leake (050 982) 3632.

AD&D Purley
A 16 year-old player (with several years experience) wishes to get in touch/join any players/groups within 5 miles of Purley, that meets on Sundays. Please write to Paul Hallett, 118 Riddlesdown Rd, Purley, Surrey. Thanks.

AD&D Oxford
2 experienced teenage *AD&D* players want to join campaign in the Oxford area. Please contact: Chris Lampard, 41 The Garth, Yarnton, Oxon, phone: KID 6701. Or Simon Piggot, 2 Manor Road, Bladon, Oxon, phone: Woodstock 811489.

Car Wars
PBM Car Wars tournament starting soon. Turnaround about one week (hopefully), 6-10 players/tournament. Design your own cars, drive in and fight. People with their own set should contact: Sean Dowie, 14 Lisburne Road, London NW3. Tel: 485 4306.

Is Anybody Out There?
21-year old *D&D* player seeks exchange of ideas, rules, etc, mostly for playing evil characters. Contact: Malcolm B Maynard, 5334-45th Ave, Delta, B C, Canada V4K 1L1.

Wanted
Please could someone supply me with *White Dwarf* nos 1-9, 12-14. Good prices paid. Contact: Nigel Baker, 11 Repton Court, The Avenue, Beckenham, Kent BR3 2EN. Tel: 01-658 7179.

Traveller Croydon
Traveller player/referee, age 13, wishes to start up a small novel *Traveller* club in the Croydon area, age 12 up. Please phone 668 8769 between 6-8 weekdays, all day weekends.

Desperately Wanted
Journal of the Travellers Aid Society, nos 4 and 5. Excellent prices paid. Write to: Dan Lloyd, Hill House, The Hill Cranbrook, Kent.

Do You Play
AD&D, Traveller, SF and/or Fantasy boardgames in the Wolverhampton area? You do — then Eric the Kinfinder is looking for you. Contact his aide, Stuart Parsons, 52 Tudor Court, Dudley Port, Tipton, W Midlands.

Help
Are there any players of *Traveller* in Chobham area. Brand new player wants to locate or form a group. Please contact Philip Holland, Pear Tree Rise, Chertsey Rd, Chobham, Surrey. Tel: Chobham 6377.

Wanted
Good condition boxed *RuneQuest* for reasonable price. Contact: Mr A Veit, 36 Downlands Rd, Purley, Surrey CR2 4JE.

Urgently Wanted
Players between 10-15 wanted for *AD&D* willing to try most games. Contact: M Gopson, 1 Chichester Drive, Purley, Surrey.

Minifigs Lord of the Rings Figures
Wanted by Lord of the Rings figure collector. Reasonable prices paid. Contact: Allan Toombs, 82 Repton Rd, West Bridgford, Nottingham NG2 7EL. Tel: Notts 231815.

Help!
Any campaigns in the Abingdon area? Player (22) seeks *D&D, Traveller,* other FRPs and Boardgames. Have universe will travel. Contact: Callum Potter, 20 Chambrai Close, Appleford, Abingdon, OX14 1NT. Tel: Sutton Courtenay 441.

Stabcon 4
Stabcon 4 will be held over the weekend of 8th-10th January 1982 at Woolton Hall in Fallowfield, Manchester. For further information contact: Dave Waring, 11 Grandfield Avenue, Radcliffe-on-Trent, Nottingham.

Wanted
Traveller Journals nos 6 and 7 urgently required. Good price paid. Contact: Neal, Lindfield (W Sussex) 2653.

Play by Mail
Players wanted for gangster postal game. For further information, please send a SAE to Andy Seamark, 10 Woodstock Road, Bushey Heath, Herts.

chronicle
Miniatures (25mm scale)

ADVENTURERS

CF1 Cleric with mace
CF2 Druid with spear & shield
CF3 Wizard
CF4 Illusionist with wand
CF5 Fighter with sword & shield
CF6 Dwarf Fighter with chain mail & hammer
CF7 Fighter/Henchman left handed + equipment & lantern
CF7a Left-handed fighter
CF8 Ranger + sword/shield/bow
CF9 Elf Fighter/Wizard holding staff
CF10 Thief backstabbing
CF11 Dwarf thief sneaking
CF12 Assassin
CF13 Assassin with dagger & garotte behind back
CF14 Henchman/Hireling carrying pack, lantern etc. etc.
CF15 Female cleric-robed
CF16 Samurai Adventurer
CF17 Ninja
CF18 Monk
CF19 Half-Orc
CF20 Paladin
CF21 Female Thief
CF22 Female Wizard
CF23 Martial Artist
CF24 Fighter + 2-handed sword
CF25 Berserker with axe
CF26 Gnome Fighter/Illusionist
All the above are 20p
CF27 Halfling Adventurer 20p
CF28 Barbarian 25p
CF29 Female Barbarian 25p
CF30 Female Ranger 25p
CF31 Bard 25p

ANTI–TYPES

CT1 Hag (Black & Midnight) 25p
CT2 The Grim Reaper 28p
CT3 Ruffian with dagger 25p
CT4 Ruffian with sword 25p
CT5 Brigand + sword/shield 25p
CT6 Insane Illusionist 25p
CT7 Evil Dwarf Fighter 25p
CT8 Dark Elf Fighter/Thief 25p
CT9 Evil Human Fighter 28p
CT10 Evil Cleric 25p
CT11 Armoured Evil Fighter 25p
CT12 Slaver 25p

ODDS & BODS

CB1 Table with 2 benches 35p
CB2 Treasure Chest 25p
CB3 Statue 25p
CB4 Beggar 25p
CB5 Sarcophagus 35p

CREATURES & MONSTERS

CM1 Hill Giant 45p
CM2 Ogre with club 35p
CM2a Semi-armoured Ogre with shield 40p
CM2b Ogre Chieftain 45p
CM3 Bugbear 30p
CM3a Bugbear with two-handed weapon 30p
CM3b Bugbear Chieftain 35p
CM3c Bugbear Shaman/witch doctor 30p
CM4 Zombie (redesign) 25p
CM5 Mummy 22p
CM6 Werewolf 28p
CM7 Wight 25p
CM8 Vampire 25p
CM9 Hobgoblin 25p
CM9a Hobgoblin with 2-handed weapon 25p
CM9b Hobgoblin Chieftain 30p
CM9c Hobgoblin Shaman/witch doctor 25p
CM10 Troll 35p
CM11 Cyclops 35p
CM12 Lich 25p
CM13 Medusa 25p
CM14 Ghoul 25p
CM15 Gargoyle 40p
CM16 Wererat (Manrat form) 25p
CM17 Flesh Golem 35p
CM18 Fire Giant*
CM19 Giant Troll*
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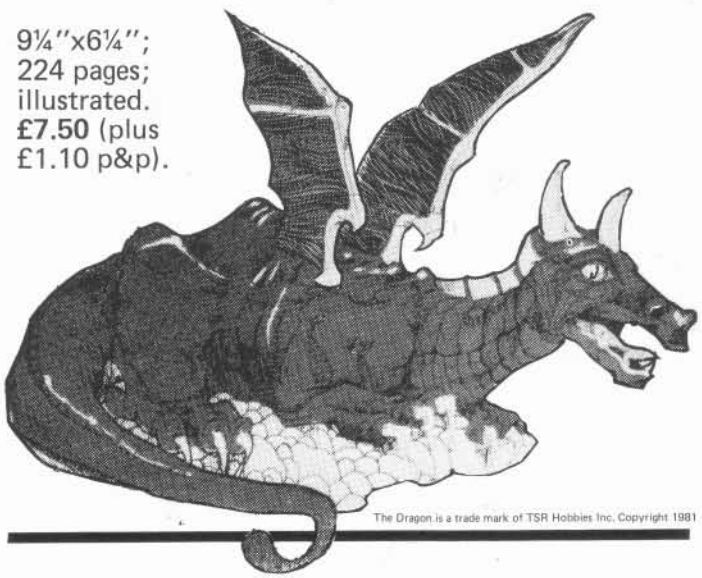

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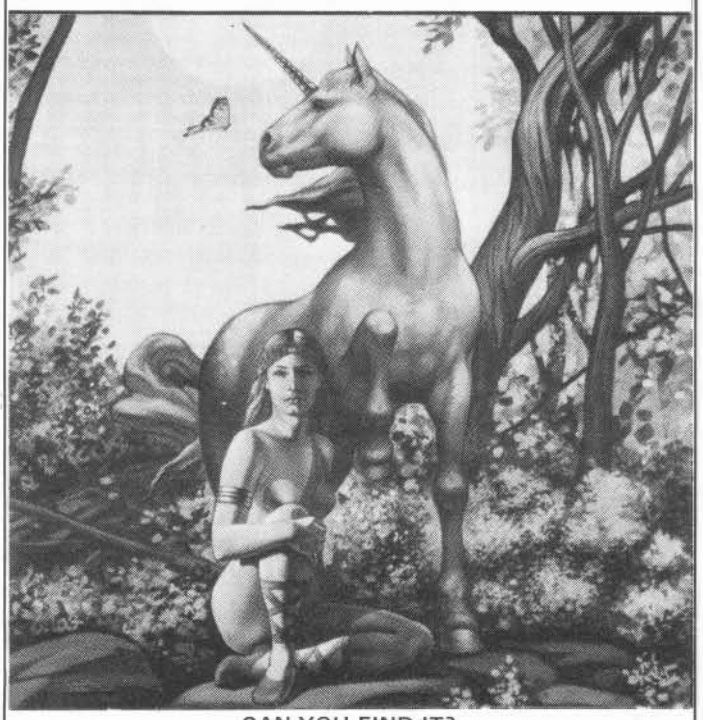
Treasure of UnicornGold



CAN YOU FIND IT?
$ 10,00 awaits the person who does

All the clues are in the game available at your local games shop. Or in case of difficulty, *Unicorn Gold* is obtainable from **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP** at a cost of £3.95 plus 50p p&p.

Unicorn Gold is *MicroQuest 6* and requires *Melee* and *Wizard* in order to play it.

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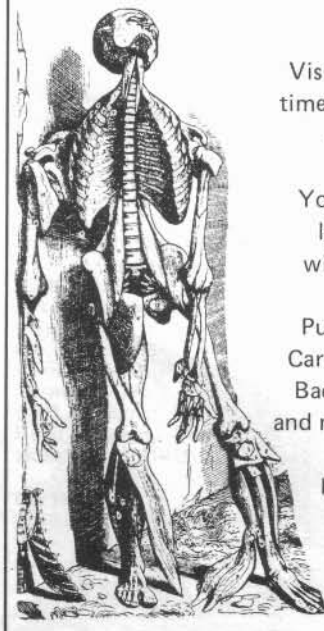

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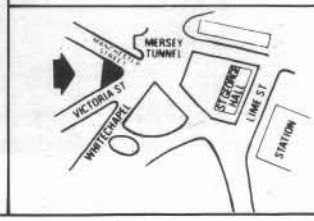

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